Changelog
Updates

UPDATES (NOVEMBER 18, 2015)

- Added **Fusion Skills** content to Data chapter.
- Added **Skill Descriptions** to the Data chapter.
- Added **Shop Rank Table** to the Data chapter.

UPDATES (NOVEMBER 19, 2015)

- Added **Fashion** content to Data chapter. Includes information on Hair, Costumes, Attachments and DLC Sets.

UPDATES (NOVEMBER 24, 2015)

- Updated **Item Drop List items** to the Enemies chapter.
- Updated various **stats** in the Data chapter.
- Added a **Videos tab** that includes several strategy videos.

UPDATES (NOVEMBER 30, 2015)

- Updated **Game System** chapter.
- Updated **Hexen Isle** chapter.
- Updated **Sub-Events** chapter. Includes more information about finding/triggering **Skits**.

UPDATES (DECEMBER 1, 2015)

- Added boss strategies to **Hexen Isle** chapter.

UPDATES (DECEMBER 8, 2015)

  - Updated all walkthrough content for Alisha's Story, including maps, enemy data, and general story progression content.

UPDATES (DECEMBER 15, 2015)

  - Updated all walkthrough content for **Part 1: The Path of the Shepherd** and **Part 2: The Burdens of a Shepherd**, including maps, enemy data, and general story progression content.

UPDATES (JANUARY 4, 2016)

    - Updated all walkthrough content for **Part 3: The Trials of the Shepherd**, including maps, enemy data, and general story progression content.

UPDATES (JANUARY 6, 2016)

    - Updated all walkthrough content for **Part 4: The Duty of the Shepherd**, including maps, enemy data, and general story progression content.

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The Legend of the Shepherd

Introduction

The legend of the “Shepherds”...

In a bygone age of myths, when darkness threatened to enshroud the world,it was they who reclaimed light from nothingness.

Over and over, as the world plunged into chaos,the legend would come to people’s lips, and they would pray for salvation.

And lo, each time a Shepherd would appear to vanquish the darkness once more.

But with peace returned, it was never long before the Shepherds would vanish.

As for where they had gone... No one can truly say.

And as with all things, eventually they faded into legend.

Now, once again, the world faced the threat of the darkness...

...And the people began to speak of the Shepherds once more.

But alas, no Shepherd came forth to guide his people to peace.

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Game System
Starting A Game

When you click on New Game, the first thing you'll be shown is the Options menu. At any point you can reset the options to their original configuration with , and when you're done press **OPTIONS** to begin the game.

> NOTE
>
> All of these controls (including battle difficulty) can be changed in the Options menu within the Top Menu at any point in the game.

Battle Difficulty	You can find a more detailed description of these difficulties in the battle section under "Difficulty Settings." • Simple: A fun and easy difficulty level for those not used to action battles. • Normal: The basic difficulty level. • Moderate: Recommended if you're used to action battles. Quality of dropped items increases slightly. • Hard: For players who want a challenge in battle. Receive less experience but more gald.
Action Input Time	Changes the amount of time available to input normal and arte attack commands during combos. • Normal • Long
Subtitles	Toggle subtitles on or off in voiced events
Menu Shortcut	Specify the menu to open with **R2** while in the field • None • Equipment • Items
Navigation Map Display	Set whether the mini-map in the upper-left has fixed orientation or rotates with the camera • Rotating • Fixed
Map Camera Rotation Speed	You can change the turning speed of the camera that is controlled with Right Stick while moving. The more 's there are, the faster it will move.
Map Camera X-Axis	You can change the direction of the camera that is controlled by moving left or right with Right Stick while moving. • Normal • Inverted
Map Camera Y-Axis	You can change the direction of the camera that is controlled by moving up or down with Right Stick while moving. • Normal • Inverted
Map Camera Auto-Adjust	Select whether you want the camera to rotate automatically in the direction the controlled character is facing.
Controller Vibration	Enable or disable the vibration function of your wireless controller.
Battle Controls Configuration	Change the button configuration in battles. Press to open the configuration screen. Specify all four player controls individually.
Sound Output	• Stereo • Surround
BGM Volume	Adjust background music volume throughout the game. The more 's, the louder. Groovetastic.
SE Volume	Adjust sound effects volume throughout the game. The more 's, the louder. Make the neighbors resent you.
Voice Volume	Adjust voice track volume throughout the game. The more 's, the louder. Catch every dramatic nuance.
Movie Volume	Adjust the volume of movie playback. The more 's, the louder. Epic.

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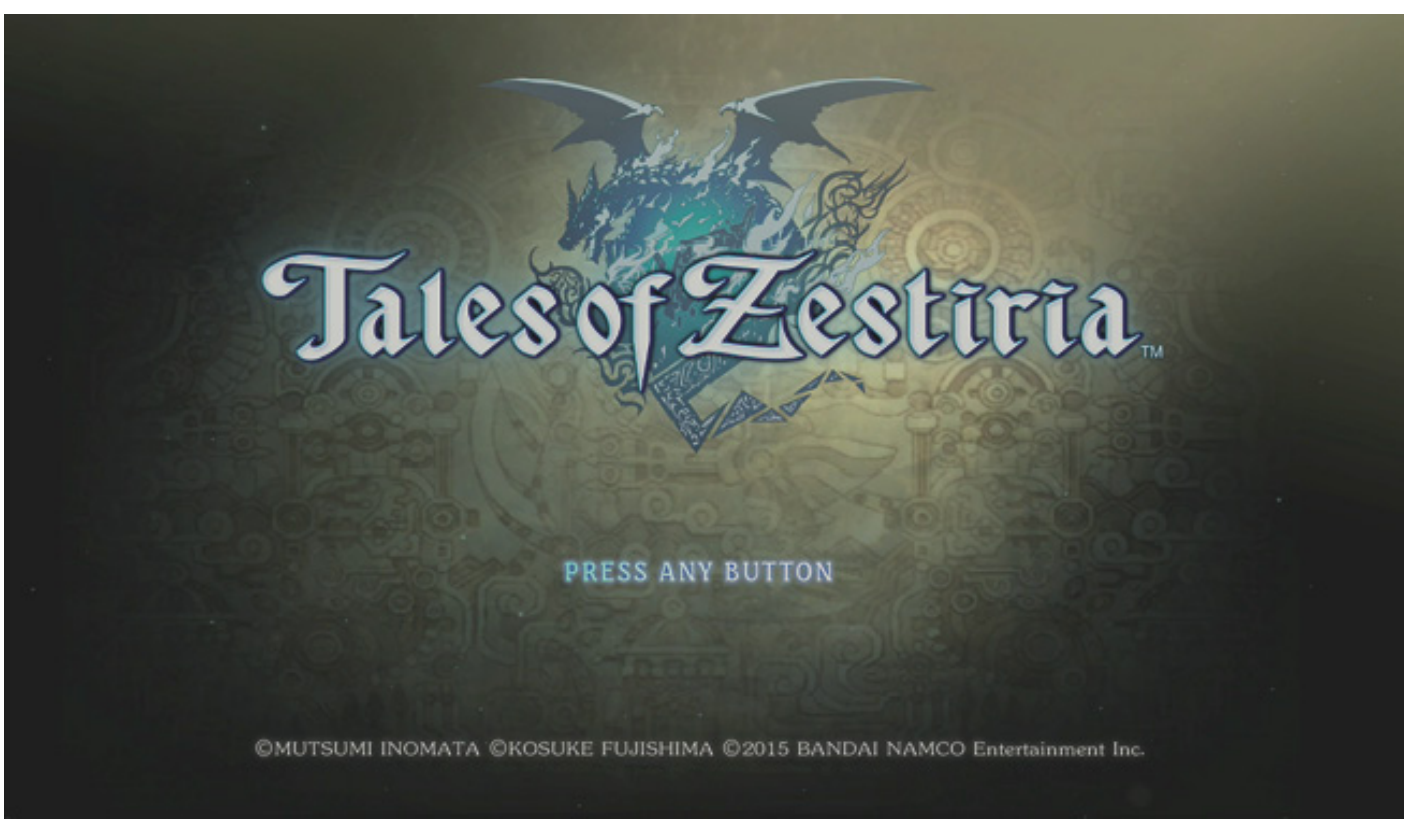
Game System
Start/Save

Title Screen - First choose which audio language you would like the game to play (English or Japanese). You choose this every time you start up Tales of Zestiria.



- New Game
- New Game+ (unlocked after first completion of the game. Use your Blessing Level points to carry over or add new features)
- Continue (access save files and continue adventure)
- Downloadable Content

Save points

Save points can be found in fields, dungeons, and towns. Stand on one to save your game, find Skits, or access the Lord of the Land menu when available. Touching a save point will count your Grade toward that area's Blessing Level if there is a Lord of the Land present. After activating a save point, you can travel between save points when the game plot allows it.

Quick Saves

If you're in an area with no Save Points, you can use the Quick Save function in the Pause Menu by pressing **OPTIONS**.

You can store only one Quick Save file at a time, so this should only be used as a temporary way to save your game.

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Game System
Menus

PAUSE MENU

To Pause

Press the **OPTIONS** button. Pausing the Game will halt your Play Time timer as well as give you access to these options:

- Quick Save
- Controls – The Controls screen will give you context-sensitive information on game controls, so if you open it during battle, you can confirm the battle controls.
- Return to Title – Returns you to the title screen. You won't be prompted to save, so make sure to do that before returning to the title screen or you'll lose your progress.
- You can also find an Icon Guide for your mini-map here as well.

TIP

Pressing **OPTIONS** during a cutscene to pause the game. From this point, you'll have the option to skip the current cutscene.

Top Menu (Main Menu)

The Top Menu is where you can check on your characters HP and SC gauges, their experience, and also change which allies start off with you in battle. This is also where you can access all of your inventory and customization options, read up on your collected information, etc. Here are all of the options within this menu:

Change Formation: Switch formation and/or controlled character(s)

	Status - Gives you a detailed view of the characters' stats, as well as their next arte.
	Switch Seraph - Switches which Seraph is initially tied to each human. This can be changed during battle with the directional buttons.
	Switch Battle Character - Switch which character the player controls. Sets character to Manual or Semi-Auto.

Items

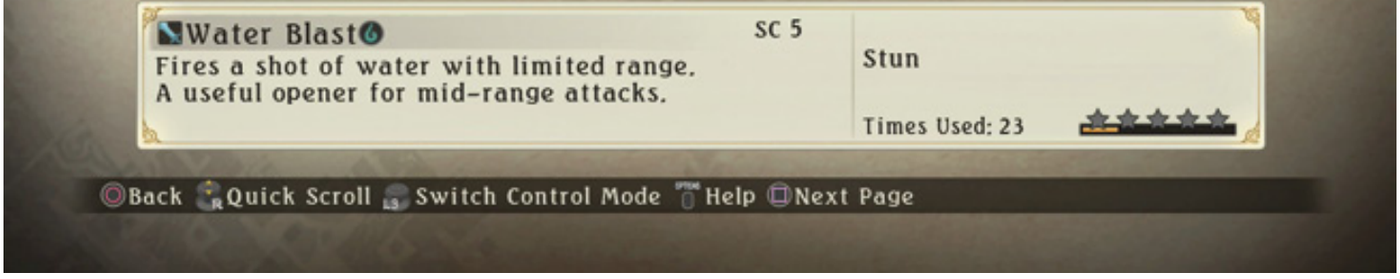
Access items that are in your possession here. Switch between the following categories by pressing **L1** or **R1**: New, Consumables, Snacks, Weapons, Accessories, Armor, Rings, Shoes, Valuables, Fashion, and Downloadable Content.

Only the Consumables section of the Items menu can be accessed during combo through the Battle Menu.

NOTE

Some Items, Such As Snacks Or Herbs, Can Only Be Used Outside Of Battle Through This Menu.

Artes

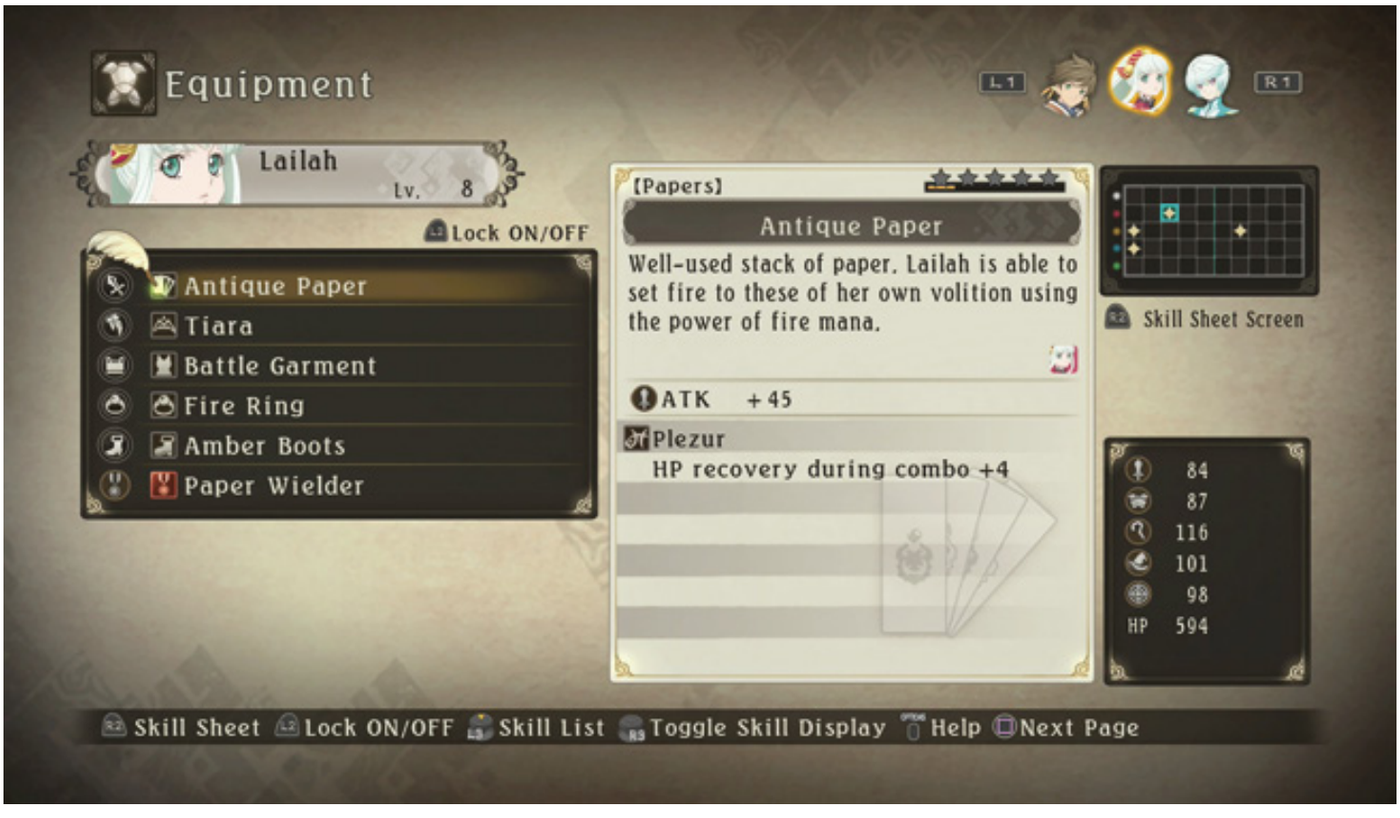


Here, you can view the martial artes sets acquired by characters – these sets are in relation to + Left Stick settings as well as the length of combos, and these sets cannot be changed. New artes are unlocked over time and correlate to your chosen Title (see Equipment). Click to access hidden, seraphic, and mystic artes, which are tied to and are set manually by the player (if in Manual / Semi-Auto mode). This area also contains your blast and mystic arte information.

On each character's Artes screen, you can switch between normal artes and armatization artes with **L2** and **R2**. You can view your armatization hidden artes and change settings for seraphic artes here. You can also view your Banish Blasts, Rejuvenation, and mystic artes here as well.

If you would like to read up on the differences between martial, hidden, seraphic, and mystic artes, please refer to "Artes" within the Battle section. The Artes menu is also accessible during battle.

Equipment



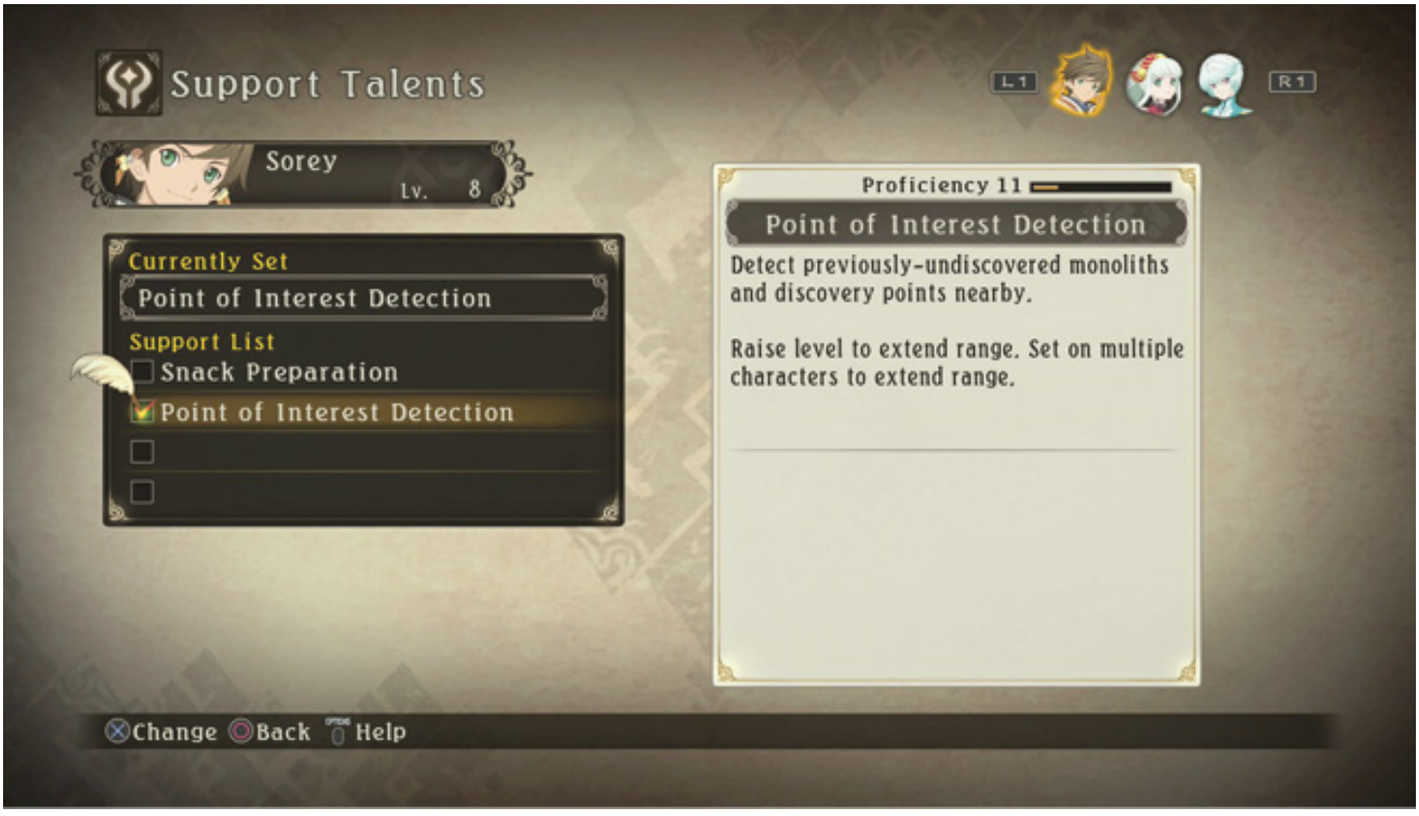
Here you can strengthen a character's stats by equipping them with items and titles. When selecting items, use the Left Stick or Right Stick to change the sort order. Press **L1** or **R1** to change characters and **R2** to switch to the skill sheet, where you can check the equipped items' skills (you can find more a descriptive explanation about what these do in the Skills section). Leveling up characters will increase your proficiency with the equipped title and unlock skills if they are sealed. Press **L2** to lock items, which will keep them out of the sellable list at shops so you never sell them accidentally.

The Equipment menu can be accessed and modified during combo through the Battle Menu.

Equippable items enhance different stats:	
Weapons	Attack
Accessories	Arte Attack
Armor	Defense
Rings	Arte Defense
Footwear	Focus

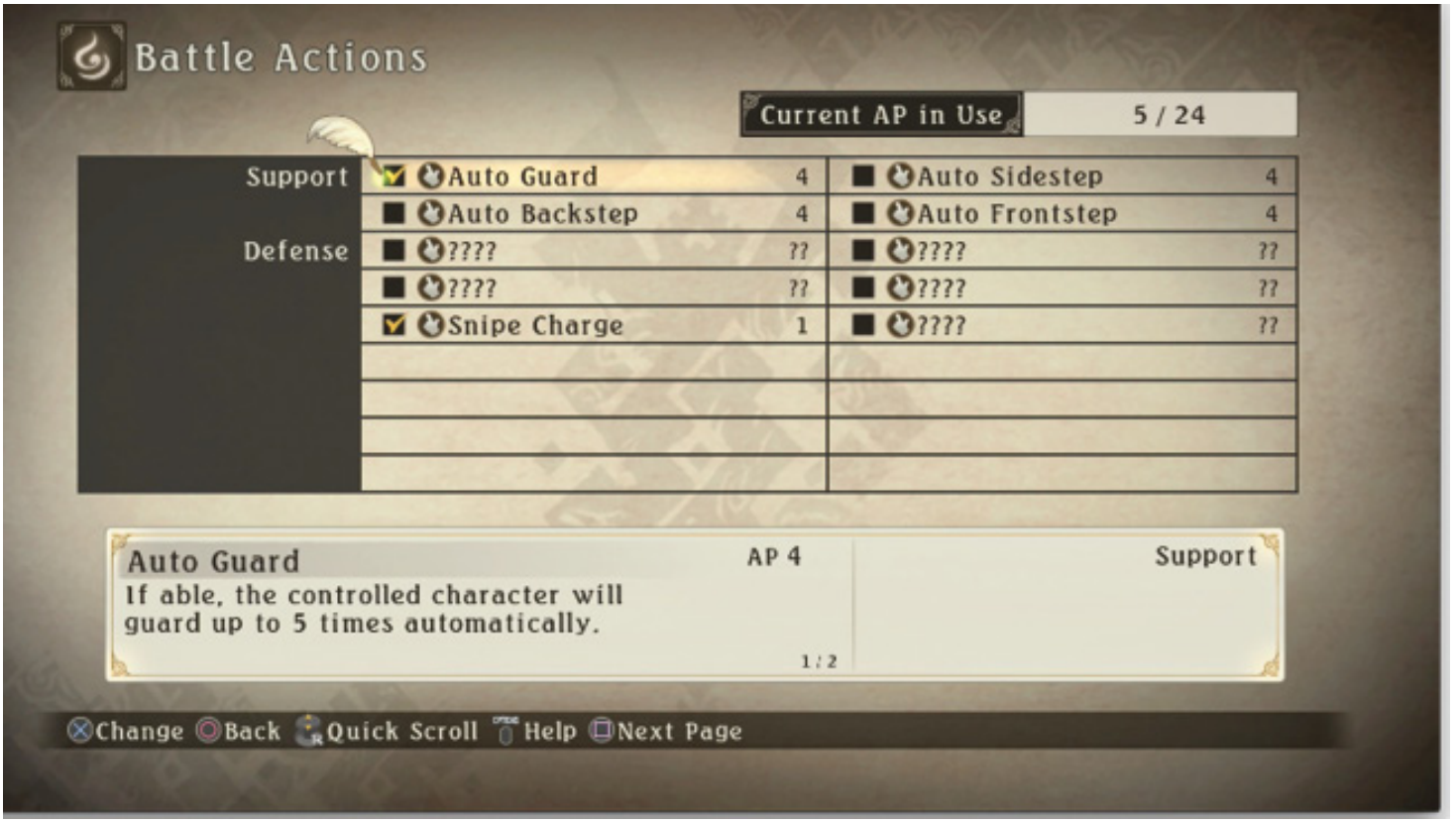
> NOTE
>
> There Are Some Exceptions, And Some Items Can Enhance More Than Just Their Standard Stat.

Support Talents



Every character has a special group of talents that can perform a variety of different, helpful abilities. Using them repeatedly will strengthen their talent, and new talents can be acquired by staying at inns. You can find more details in the Support Talents section.

Battle Actions



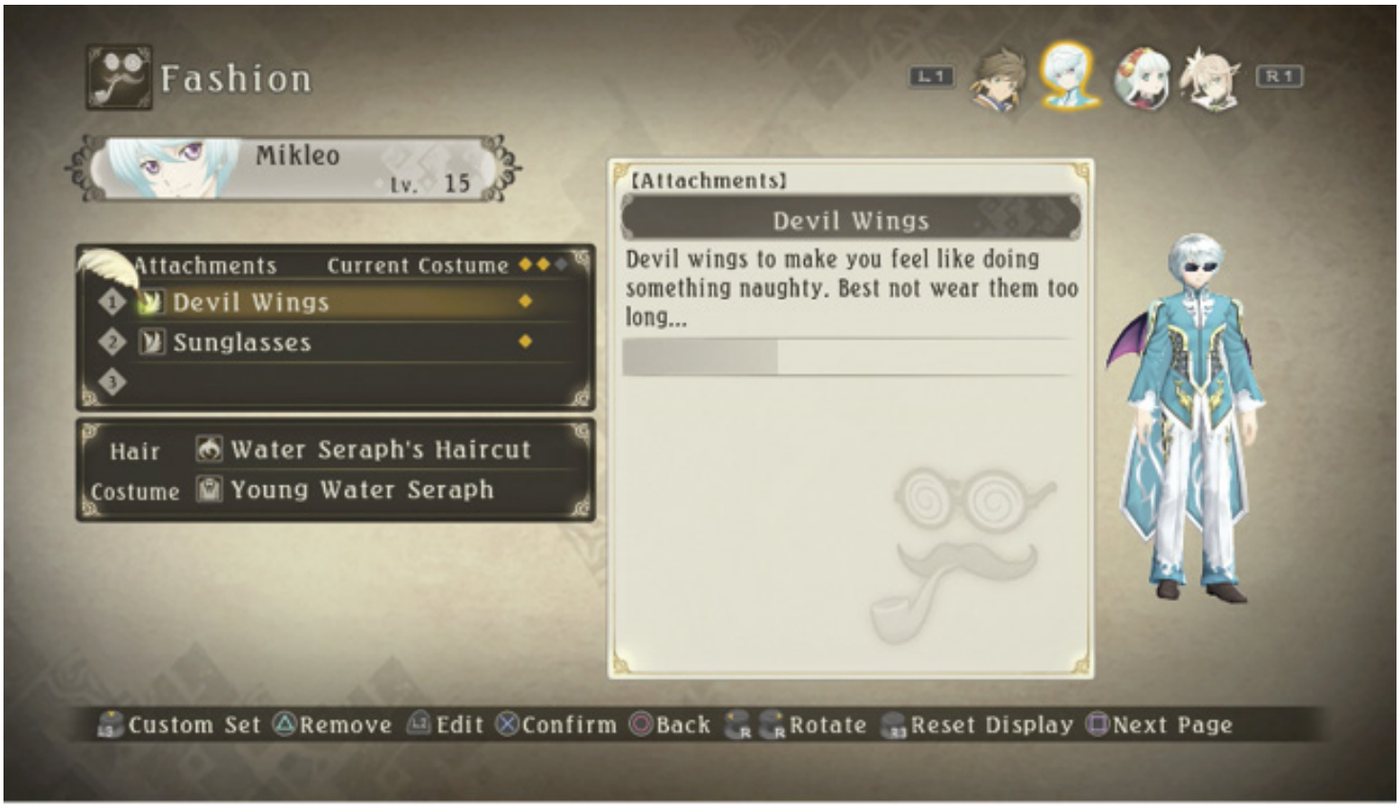
Here, you can set abilities used in battle that, generally speaking, apply to all party members. To set actions, you need action points (AP), which can be gained by leveling up, locating discovery points, and finding monoliths. Most new Battle Actions can be unlocked by meeting certain criteria specific to each action, which you can find by reading their descriptions, but some are unlocked as the story progresses.

You can view the Battle Actions menu during battle by pressing **R2** while the Battle Menu is opened, but it cannot be modified.

NOTE

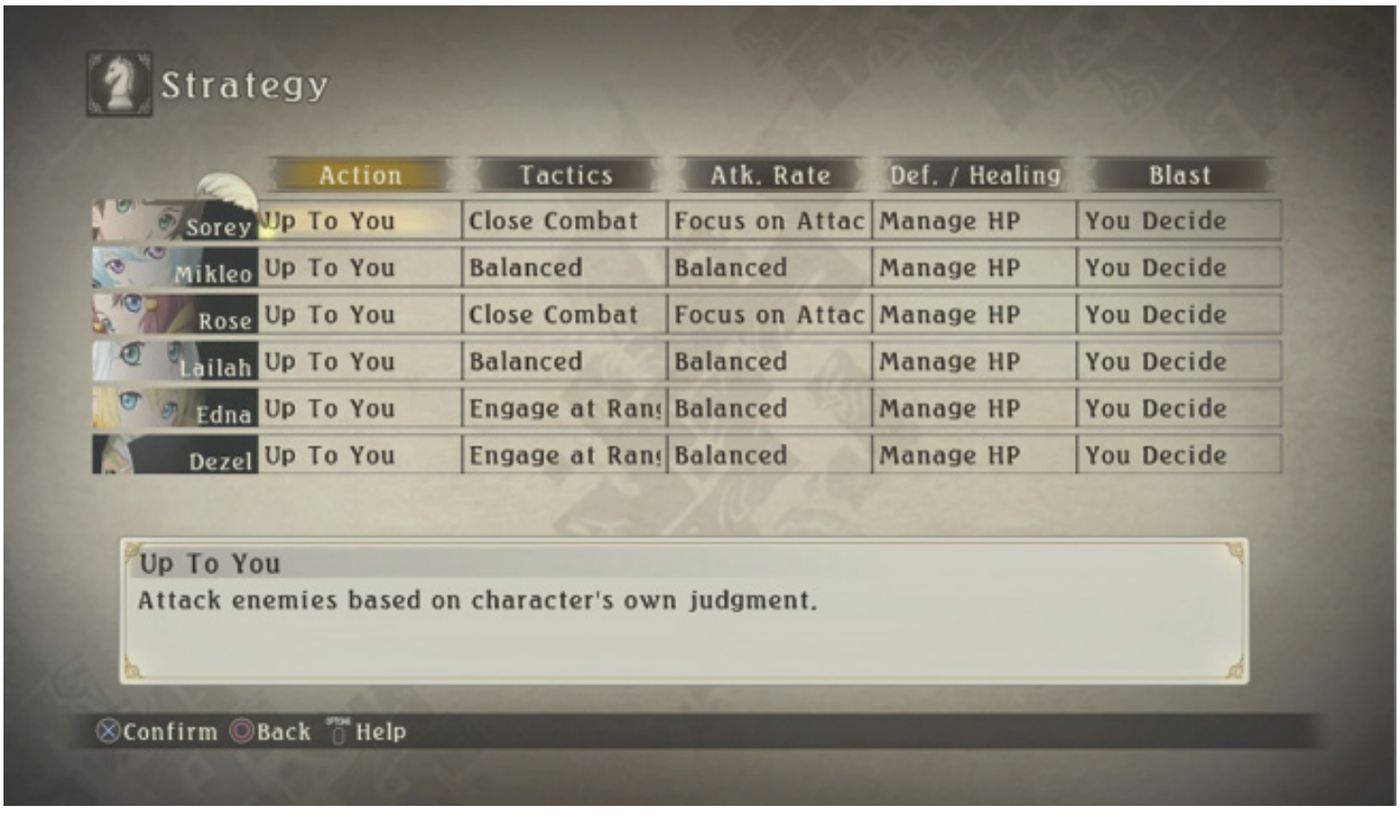
Don't Just Assign Battle Actions Because You Have The Extra AP; Carefully Consider Each One. Some Battle Actions Can Be Very Useful And Have Little Drawbacks, Like Aerial Recovery. Others, Like Free & Free (Defaults Free Run), Are Only Useful Depending On Your Play Style.

Fashion



Fashion items can be found around the world or after story events and change your character's appearance. Each item is assigned a certain cost; you can only ever wear a maximum of three item costs, as well as a total of three attachments. Press **L2** to customize their placement, size, or color. You can also change your hairstyle and costume.

Strategy



In this menu, you can configure what actions characters can take when their Control Mode is set to Auto. If you find that a party member is often KO'd or not as useful as they can be, go through your choices here to see if anything can be improved.

The Strategy menu can be opened and modified during combat through the Battle Menu.

Library

Here, you can view records and explanations about the game system and gameplay elements.

System Book:	**Discovery Points:**	**Skills:**	**Enemy Book:**	**Synopsis:**	**Records:**
Learn more about game and battle systems. If you're ever confused about a gameplay function, you will probably find an explanation here. You unlock battle information by finding monoliths out in the world as well as by completing battles after certain mechanics have been unlocked.	View the discoveries you've found.	View information about skills you've obtained. Later, if you've found the normin associated with that skill, that normin will give you helpful tips about that skill.	View information about foes you've encountered. When enemies seem tough, you might uncover tactics and alternative ways of taking them on.	Read an outline of the story so far. Refer to this if you aren't sure where to go next, or if you need brushing up on the story.	View various kinds of data about the way you play.

System:

Save	Save game data (only available when standing on a Save Point)
Load	Load game file
Options	Change various settings (these are the same options listed when you start a new game)

Lord Of The Land Menu

You can access the Lord of the Land menu either with the Lord of the Land themselves, or through Save Points in areas where the Lord of the Land has been established. Fighting battles in those areas will raise the Blessing Level depending on the Grade earned within those battles, and will automatically be added to the Blessing Level when you touch a Save Point. Grade can also be earned by offering items to the Lord of the Land. As the Blessing Level goes up, you will gain access to new boons with various effects as well as increase the maximum allowable boons cost.

Save Point Travel	Travel to an unlocked save point. You can travel between save points within the same town for free, but it'll cost gald to move greater distances. Gald cost is cheaper in areas where a Lord of the Land is present. Note: Sometimes the story plot limits or prohibits the use of Save Point Travel.
Set Boons	Set boons within maximum allowable boon cost. Boons availability depends on Blessing Level, and largely have battle-related effects.
Set Normin	Once a normin has been found, you can set it to serve the Lord of the Land, making dropped items in that area more likely to have that normin's skill attached. However, doing this will increase the difficulty of the enemies in that area depending on that normin's skill group. As you raise your Blessing Level you can assign multiple normin to that area, which will in turn raise the enemy levels even higher. It will make that area more challenging, but then again, you'll also get a nice experience boost from battles while you grind for items.
Offer Items	Offer items to be converted to Grade.
Sanctify Equipment	Sanctify equipment at +10 or more to double the effects of the first skill--the item will also be given a new name. This does not cost gald to use.

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Game System
Gameplay

Game Screen

While out in the world pressing **R1** will show you your current location and objective. If you don't know what to do or where to go, be sure to click it.

NOTE

If you have a companion, you can always ask them for a more detailed explanation of the current objective. The Synopsis section under the System Book will give you an overview of the plot if you're particularly lost.

World Map

The world map can be accessed by pressing **R3**. Here, you can see an overview of the world and a detailed list of the locations within it, divided into Towns, Dungeons, Other, Crucibles of Malevolence, Shops, and Inns.

Press X on a town to see the available shop and inn and the goods they're currently selling. Press X on a dungeon or field to see the monsters you've encountered there, along with their level, the number of times you've defeated that enemy, and the types of items the enemy drops.

Area Map

Click **L2** to bring up a map of your current location. Press **L2** again to zoom in and out, and change which floor to look at with the Right Stick. If you don't know what the icons mean on your map, press △ to bring up the Icon Guide. You can see your location name and current objective here as well.

Mini-Map

The mini-map in the upper-left corner of the screen gives you a close-up of your current place in the area map, as well as giving you the direction of map icons.

Map Actions

Battle Advantage

Making contact with a hellion will launch a new battle, but there are ways to initiate these battles to start you off with an advantage.

By sneaking up on hellions and hitting them with your sword with , or by using the other map actions below, you can begin these battles with an advantage. Sword hits can also take down certain types of roadblocks, like spider webs and hitting enemies weak to non-elemental damage will give you an advantage.

SILVER FLAME	WIND RUSH	SPECTRAL CLOAK	GIANT'S STRENGTH
Cast Silver Flame in the direction you're facing by pressing . It will light torch-like objects and remove impure obstacles. If you use it to strike enemies weak against fire, you can begin the battle with an advantage.	Press to teleport forward. This can be used to cross ravines and reach otherwise inaccessible areas, as long as there is ground in range. If you use it to strike enemies weak against wind, you can begin the battle with an advantage.	Press to become invisible. You'll only be able to walk, but you can use it to pass undetected by sight-sensitive obstacles and enemies. If you use it to touch enemies weak against water, you can begin the battle with an advantage.	Press to destroy some types of huge objects. If you use it to strike enemies weak against earth, you can begin the battle with an advantage.

Dangerous Encounters

Just as you can use the above techniques to get an advantage over your foe even before the battle begins, hellions can also get the advantage with what is called 'dangerous encounters'. If two roaming hellions are chasing after you and come together, they will team up together to strengthen their stats and increase the number of foes that appear. You can tell a dangerous encounter has occured by the shadows that appear at their feet. When this happens even average foes can become deadly, so if you can, run—otherwise, get ready to go all out.

Current Objective

LOCATIONS

NOTE

Some Support Talents Work Better In Different Area Types.

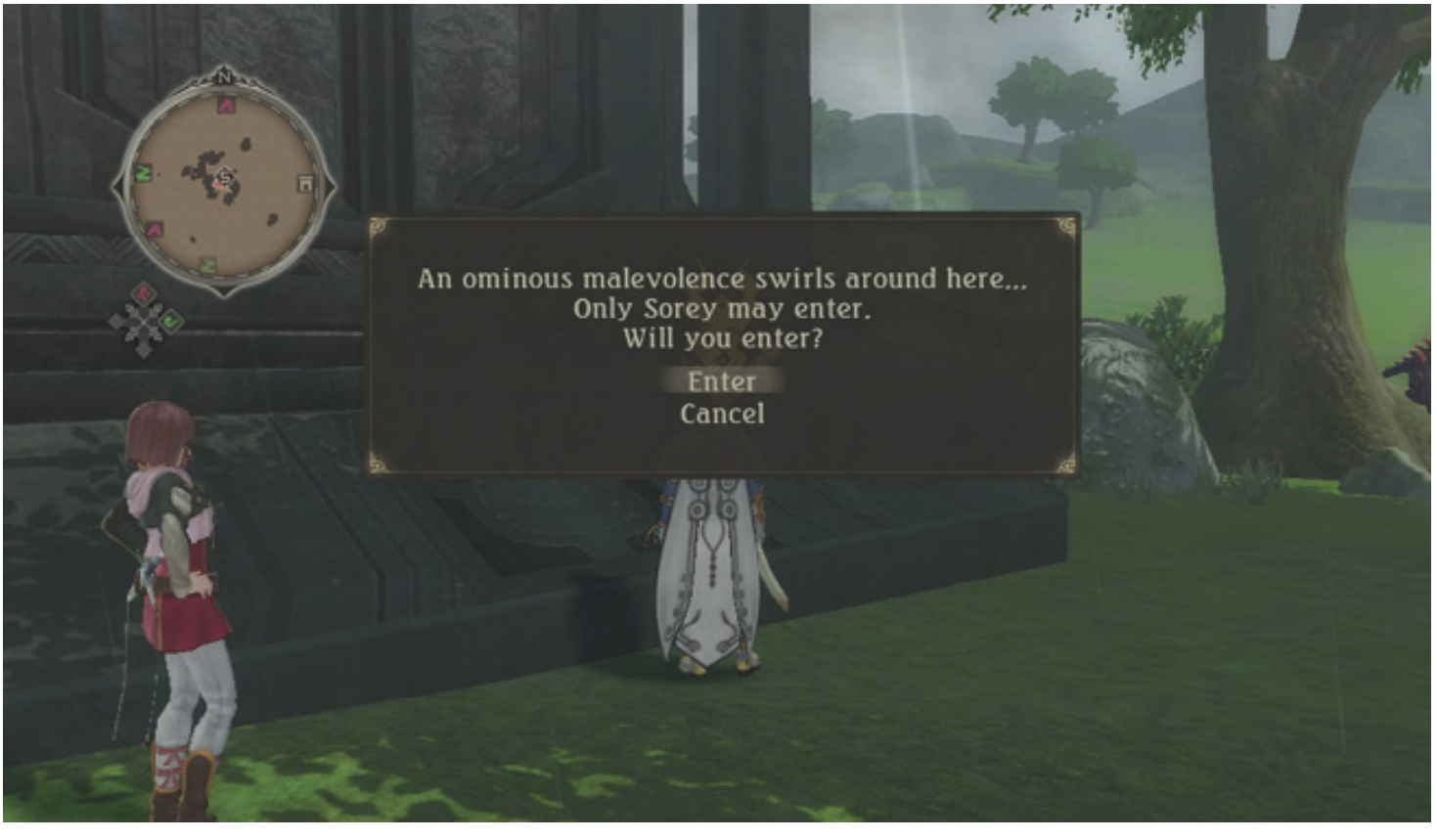
Towns

Towns are where you can find inns and Weaponsmiths. For the most part you won't find any hellions walking about, so always retreat to towns to heal up and upgrade your gear. These are also the places to go to find out about the latest gossip floating about the world.

Fields

While fields are also home to many a hellion, don't be surprised to find humans or other friendly creatures within them as well. Fields are also, generally speaking, the connecting points between towns and dungeons, so you'll probably find yourself journeying through the same fields on multiple occasions.

Malevolent Crucibles



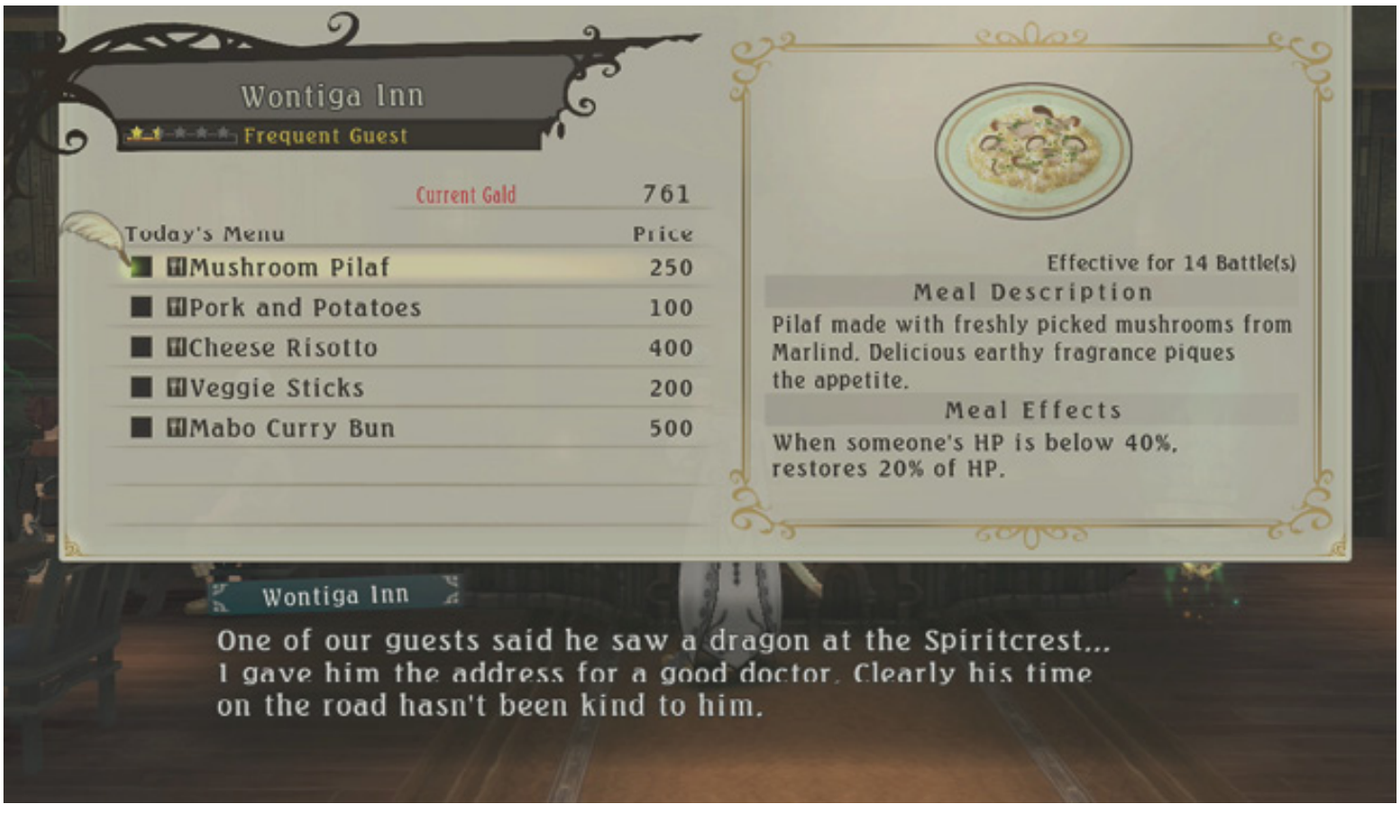
These ominous structures scattered across the continent were unsealed by Heldalf to further the venomization of hellions. Within them, hellions battle for superiority, weeding out the weaklings and leaving only the most powerful to roam the area. You can purify these places by defeating waves of hellions, but each Crucible will only allow a specific character or pair of characters to enter. If you are victorious, you'll purify the area and win some nice equipment; you can even enter again if you're looking for the items and the experience. After cleansing all eight crucibles, the last of which can only be accessed after clearing the game and exploring Hexen Isle, a Trophy will unlock.

Weaponsmiths

Weaponsmiths are shops where you can purchase things such as recovery and equippable items for use in battle, and sell any unwanted items for gald. A weaponsmith's rank goes up depending on the amount of gald exchanged when purchasing or selling items, which can result in the weaponsmith stocking more powerful equipment. Along with buying weapons, weaponsmiths are where to go when you want to use Fusion on your weapons and armor.

Refer to "Shops and Inns" in the Data section to see more specifics on available items.

Inns



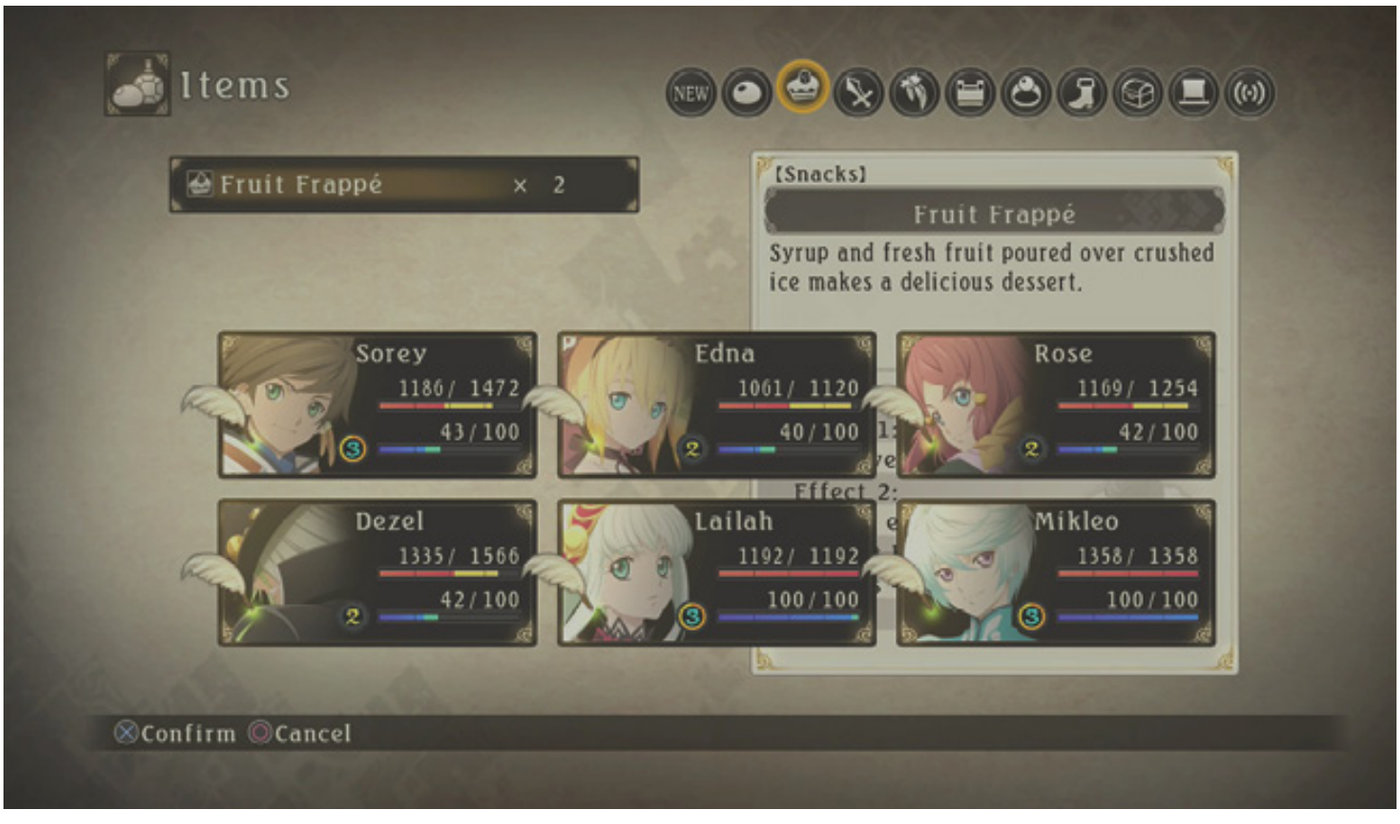
Besides recovering your HP, there are many advantages to staying at inns, such as:

MEALS
When you stay at an inn you will be given a choice of meals. Meals will give you bonuses for a set number of battles; the bonuses gained, as well as their prices, vary upon the meal. As you stay at a specific inn frequently and increase its rank, more dishes will become available and you'll be served bigger portions, which increases the number of battles their bonuses last.
SKITS AND TALENTS
Some skits can only be triggered at inns. Certain skits can unlock new Support Talents or Sub-Events.
INITIAL SC RECOVERY
While items and battle mechanics can recover your SC, as you fight battle after battle your initial SC will begin to decrease, signifying your characters becoming tired. Staying at an Inn will reset your initial SC back to 100.

SKITS

Skits can be found at Save Points or Discovery Points by following the on-screen button prompt **L3**, or trigger automatically when you stay at Inns or travel through the world. They usually appear at Save Points after storyline events, so be sure to check for them often. They're a great way to get to know character personalities and backstories, find out more specific information about gameplay and battle mechanics, as well as witness some general goofiness.

Food/Snack Benefit



Snacks can only be used outside of battle via the Items menu. Similar to Inn meals, they restore HP while also granting a special bonus or effect for the next battle, as well as recovering a certain amount of initial SC.

TIP

Because their bonuses only work for the next battle, it's a good idea to use them right before a boss battle, or other particularly tough encounters.

Collection Items

Discovery Points

Unique to each area are Discovery Points, indicating a place of note in that area. When you know a point is close by but cannot pinpoint its location, use the Right Stick to look around the area and try to look for some unique feature, or have a character use their Support Talent "Point of Interest" to pinpoint it on the map. At located Discovery Points, a **L3** button prompt may appear at the bottom left of the screen, triggering a skit. You can increase your AP, necessary for setting battle actions, by locating Discovery Points.

Monoliths

Scattered throughout the world are stone monuments, or monoliths, written by persons unknown and detailing lost battle techniques. After finding one, you can check its teachings at any time in the System Book. For each one you find, you will gain AP, which is necessary for setting battle actions. When you find one, press ⊗ to investigate it further. The Support Talent "Point of Interest" will notify you if a monolith is close and pinpoint its location on your map.

Iris gems

Originally called Earthen Historia, Iris Gems contain memories of the past. They serve as guideposts on the search for the Lord of Calamity. Be on the look out for the purple stars that will lead you towards more Iris Gems and the answers they will give.

Treasure Chests

You can find treasure chests in towns, dungeons, and fields alike. Eventually treasure chests can respawn items in old locations after certain story conditions are met, so be sure to double back to old locations every once and a while. Some treasure chests are locked and need corresponding keys to open them—be sure to make note of their locations so you can open them later.

Herbs

Scattered throughout dungeons and fields are herbs, usually appearing as a sparkly plant or flower. Herbs are a one-time use item that can increase certain stats as well as recover your HP and initial SC. Which stats they increase are specific to the herb type. Herbs respawn after a certain amount of time has passed.

TIP

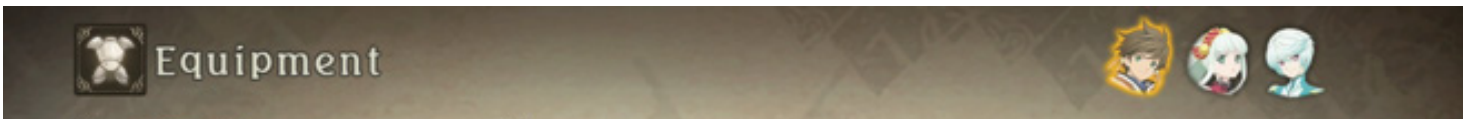
Because herbs can recover HP and initial SC, it might be a good idea to save and use them as recovery items, similar to Snacks but for individual characters. However, if you'd rather get the stat boost sooner, go ahead and use them right away.

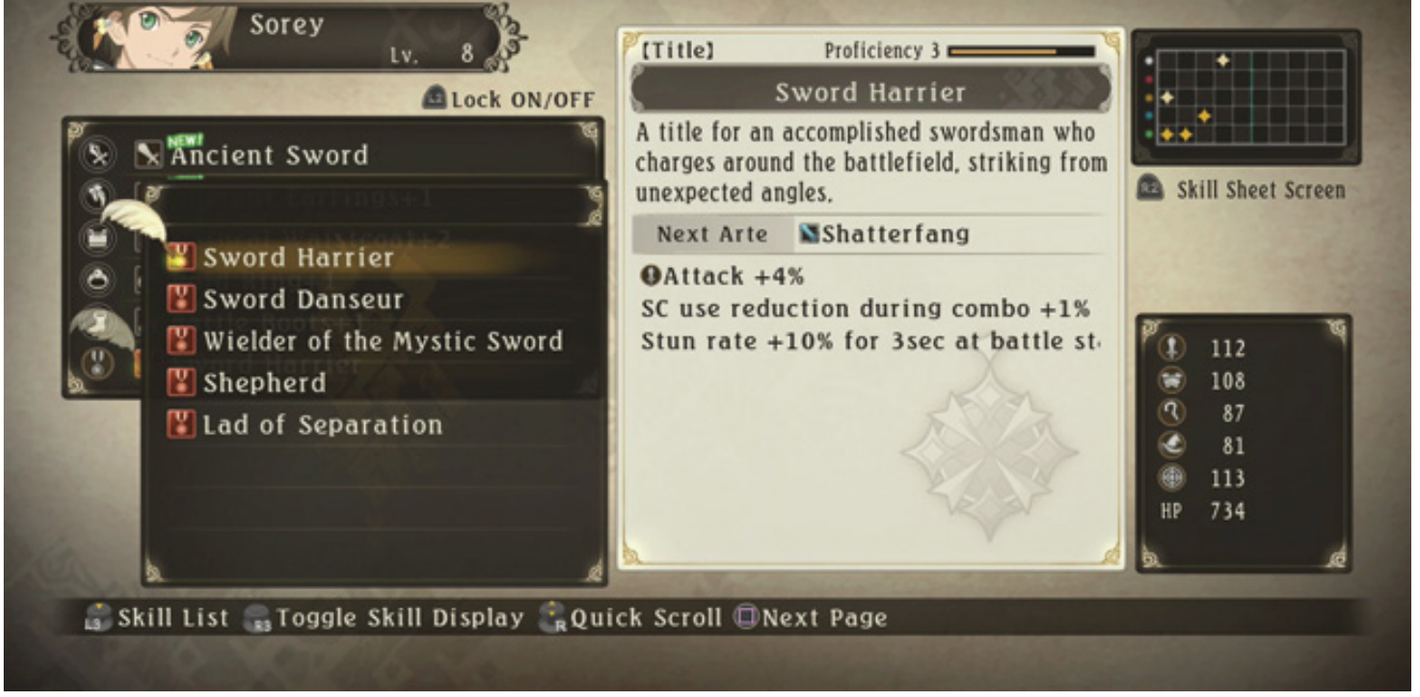
Normin

Normin are creatures who share a long history with the seraphim, and can enhance their powers. While there are 50 normin types, there are 120 skills to gain by combining their powers. While wandering the world you may stumble upon Normin (use the Support Talent 'Normin for the Win' to be notified when they're close), and if you talk to them they will offer to add their skill to a piece of your equipment with an open slot. They will then go to the Lord of the Land; refer to the Lord of the Land section to read up on what they do there.

EQUIPMENT

Titles





Titles are a unique type of equipment that raises character stats and adds extra battle abilities specific to that title and character. These stats will raise in proficiency as you level up; titles can be raised after passing certain plot points. While most skills are unlocked as the title rises in proficiency, some skills, called Scenario Skills, are added to titles after completing certain story events. Refer to "Titles" in the Data section for more details.

Which title you have equipped changes which arte that character will learn next, so keep an eye on this if there is a specific arte you're holding out for.

Proficiency

You can increase your proficiency in an equippable item by accumulating victories in battle with this item attached. Your proficiency in any one item can rise to a maximum level of 5.

Fusion

Fuse together multiples of equipment, offensive or defensive, to strengthen them and unlock new skills. Don't hesitate to fuse equipment you consider weak; it might just lead you to new skills and new opportunities. Refer to "Fusion Skills" in the Data section to learn what these combination of skills can create.

> NOTE
>
> Some skills will initially be locked, but don't let that deter you from creating them. These skills are unlocked as its item's proficiency raises, so just be sure to start using the item right away to acquire access to its skill.

Sanctification

After acquiring the boon "Sanctification", you can select "Sanctify Equipment" at any Lord of the Land site. This ritual, reserved only for equipment with a fusion level of 10, inscribes the item with the blessing of the Lord of the Land. Blessing an item doubles the effect of the skill in that equipment's first slot and give it a new name. Sanctifying equipment does not cost gald. Refer to the Sub-Event "Mythril" for more details, as well as "Shops and Inns" in the Data section to see which mythril items are available at each specific shop.

Game System

Support Talents

Using Support Talents repeatedly will strengthen them over time, while new talents can be found by staying at inns. Some Talents are improved by setting multiple characters to use them at the same time.

NAME	USERS	DESCRIPTION
Snack Preparation	Sorey, Mikleo, Alisha, Rose, Lailah, Edna, Dezel/Zaveid	While on the move, make snacks that can recover HP, initial SC, and grant a special bonus for the next battle. Each character has their own technique and specialty, as well as cooking skill. Raise level to increase number of item types and preparation speeds, as well as decrease the chance of cooking failure. Refer to "Items: Snacks" in the Data section for more information.
Treasure Detection	Sorey, Mikleo	Detect nearby treasure chests and herbs, marking them on the map. Raise level or set on multiple characters to extend range.
Points of Interest Detection	Sorey, Alisha, Dezel/Zaveid	Detect nearby undiscovered monoliths and discovery points, marking them on the map. Raise level or set on multiple characters to extend range.
Luring	Rose, Dezel/Zaveid	Designate a previously defeated foe to make it more likely to appear in battle. Good for when you are looking for droppable items such as equipment. Raise level to increase odds of appearance.Note: You need to press the △ button to access the Luring menu.
Remedy Preparation	Mikleo, Alisha	Recreate gels/bottles you've already owned, like apple gels or life bottles. Raise level to boost preparation speed.
Health Maintenance	Lailah	Health maintenance steadily recovers characters' HP while moving, and also warns you when an ally's HP is significantly low. A good skill to use when you are in a new area with strong enemies. Raise level to increase HP recovery.
Windstepping	Mikleo, Alisha, Dezel/Zaveid	After winning a battle or eavesdropping on townsfolk, movement speed is boosted for 30 seconds. Raise level to increase speed boost, and set on multiple characters to lengthen boost period. Your speed increases with each enemy you defeat or rumor you hear as long as your timer doesn't run out, so chain them together to fly across the field.
Item Ordering	Sorey, Rose	Select a Rank 3 or higher Weaponsmith's Shop and increase availability of a specified item. You will receive a notification when the item is in stock. Raise rank to boost availability odds.Note: You need to press the △ button to access the Item Ordering menu.
Money Finding	Edna	Find gald simply by wandering the streets of towns – spending some money beforehand will give you a boost in the gald amount earned. While there is still a chance of finding gald in fields and dungeons, you'll have better luck in towns. Raise level to increase gald found.
Normin for the Win	Lailah, Edna	Detects nearby undiscovered normin, marking them on the map. Raise level or set on multiple characters to extend range.
Stealthy Feet	Rose	Sneak up on noise-sensitive foes undetected. Raising this skills level will make you stealthier; at max proficiency, you won't make a sound.
Fusion	Lailah, Edna	Build up fusion points over time, then use them to fuse equipment on the go. This is the same procedure as fusions in shops, but can be performed without gald; however, the more valuable the item, the more points you'll need to spend. Raise level to boost fusion points, and set on multiple characters to share points. Note: You need to press the △ button to access the fusion menu.

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Game System
Skills

As described before, equipment comes with skills that can increase certain stats, give you certain immunities, and much more. However, to fully take advantage of what these skills can grant you, instead of focusing just on an individual equipment's skills you should pay attention to how the skills of your equipment correlate with each other within the Skill Sheet. View the Skill Sheet in the Equipment section by pressing **R2**. Refer to "Skills" in the Data section for more information about specific skills.

Basic Skills

Appear as the white icons. There are 50 basic skills available that can be combined to create Bonus Skills. Each basic skills is represented by one normin.

Bonus Skills

Bonus skills appear as blue icons. Bonus skills are activated based on placement of basic skills on the grid, and there are three types:

Stack Skills

These are bonus skills activated by equipping multiple instances of the same basic skill. Stacking multiple bonus skills will give you a different skill at each stack level, and they are not all necessarily related. Here are the first six skills that can be unlocked through stacking:

- Stack 2: Anthemn - Stagger time lowered by 6%
- Stack 3: Blasst - Maximum BG +1
- Stack 4: Ekseed - No. of combos in normal state +1
- Stack 5: Aster - 2x damage on 10th, 20th, 30th (etc.) hit
- Stack 6: Aejis - Prevents Pertrify, your knockback chance halved

While stacks don't combine as you add more of the same skill, multiple instances of the same Stack skill will increase their effect. For example, if you have two Stack 3s, Blasst's ability will increase max BG by +2.

Try to stack as many skills as you can to see what you skills you can create!

G-Union Skills

G-Unions are bonus skills activated by vertically lining up all 5 skills from the same group. In general, this will result in a powerful effect relating to that skill group. For example, equipping all 5 Status skills will boost each of that character's stats by 20. Of the bonus skills, this is the hardest to trigger, but worth the effort.

E-Union Skills

E-Unions are bonus skills activated by placing 2 or more bonus skills in a horizontal line. They can be useful for fighting a specific enemy, since skill effects will pertain to a certain element. Since E-Unions only trigger when directly next to each other, you might get a bonus skill for creating a row of 5 basic skills, or you could remove the middle one and have two pairs, doubling their bonus effect.

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Game System
Battle

ATTACK

Stat Overview

Every character has their own unique base stats that are increased as you level up, but how much these stats go up is specific to each character and their battle styles (Level 4 E-Union skills can add stat bonuses when you level up). You can increase their stats further in many different ways: equipment, skills, titles, herbs, etc. Utilizing these options is one of the most important ways to increase your power, but if battles are getting particularly tough, you might just need some good old fashion leveling.

Hit Points

Hit points reflect a character's health in battle. Each character has their own base HP, which grows in capacity as the character levels up (some items can raise HP as well). Taking damage will reduce a character's HP, and if it falls to 0 that character will be KO'd (Knocked Out). If all characters are KO'd, then it's game over, and you will be prompted to either load from a save data, exit to the title screen, or, in certain fights, restart the battle.

Characters can recover from being KO'd with Life Bottles, or will be revived to 1 HP after you win the battle. Later in the game there will be other ways to revive yourself, including seraphic artes.

Human characters that can perform armatization can be revived by initiating armatization as long as there is a seraphim with HP, but it is safer to initiate armatization before being KO'd. Seraphim will slowly recover HP while they are on standby, even if they're KO'd, so, when you're able, switch them out instead of wasting Life Bottles.

Stock Up

In normal state (non-armatized), a character who has taken damage will have a certain amount of their HP gauge stocked up, highlighted light blue. This reflects two things:

1. The recovery effect of certain skills, such as armatization, that will instantly transform into HP when activated.
2. The amount of HP that will gradually be recovered over time

Spirit Chain (SC)

Spirit Chain is a gauge that reflects the amount of energy a character has to create combos in battle. The maximum SC each character can have is 100, but this maximum can go down battle after battle. How much SC a character is capable of having at that moment is called initial SC, and it can be recovered with Snacks or staying at Inns. Since SC is automatically restored to its initial SC at the end of a battle, you can see where a character's intial SC is at outside of battle within the Top Menu.

SC is consumed by performing actions, such as artes and quickstepping, and can be replenished by being idle, guarding, completing combos, defeating enemies, or moving around. Other ways to to avoid spending SC needlessly includes:

- Targeting enemy weaknesses
- Stopping attacks on enemies who are guarding/evading
- Not attacking enemies with attacks they are resistant to
- Using artes frequently to reduce SC consumption
- Equipping items with high Focus.

As you use a certain arte repeatedly and increase its ★ s, that arte will require less SC to be performed.

While it is a good idea to keep your SC high, there are some benefits to running it low. The less SC you have, the more damage you inflict, meaning that the longer you perform your combos the more powerful they become. However, low SC in turn leaves you vulnerable, so this can be risky. High SC has its own benefits, including: reduction in damage taken, multiplied effect potential, and increased SC recovery rate. The key then is to aim to keep your SC high, and to know when it's time to go all out.

There are tons of methods to taking advantage of and maintaining your SC, and they don't all need to be utilized right away. Focus on mastering a couple strategies at a time, and it should all fall into place.

The following two Blasts area available through Battle Actions. They are not the only Blasts available and there are more that can be used when armatized.

Blast Gauge (BG)

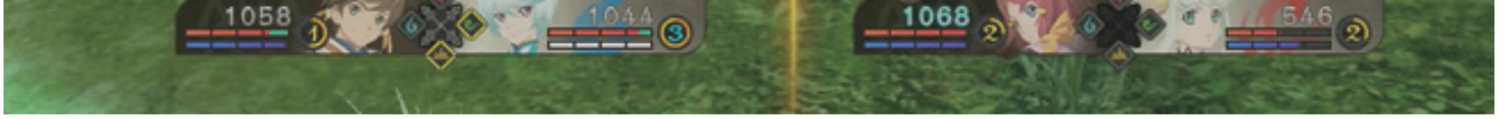
The Blast Gauge represents a character's special powers that they can use to perform powerful moves. Normally you can store up to 3 Blast Gauges at a time; you recover BG faster the lower it is, so no need to hold back. Blast Gauges can be unleashed by pressing **R2** after performing certain battle actions.

By guarding or evading enemies with quicksteps in normal state you can build up your Blast Gauge. It also recharges naturally over time. While attacking will not recover Blast Gauge, certain skills will recharge it through attacks, so if you want to focus on attacking then using equipment with SC-type skills would be a good strategy. There are also BG-group skills that can help you maintain your Blast Gauge.

Chain Blast

In normal state, you can perform a Chain Blast after performing a 3-hit combo by holding down **R2**. At the expense of 1 Blast Gauge you recover 50 SC and perform an special attack off of which you can continue to combo, letting you pass the 4-hit combo limit. New Blasts can be acquired by making full use of Chain Blast.

Partner Blast



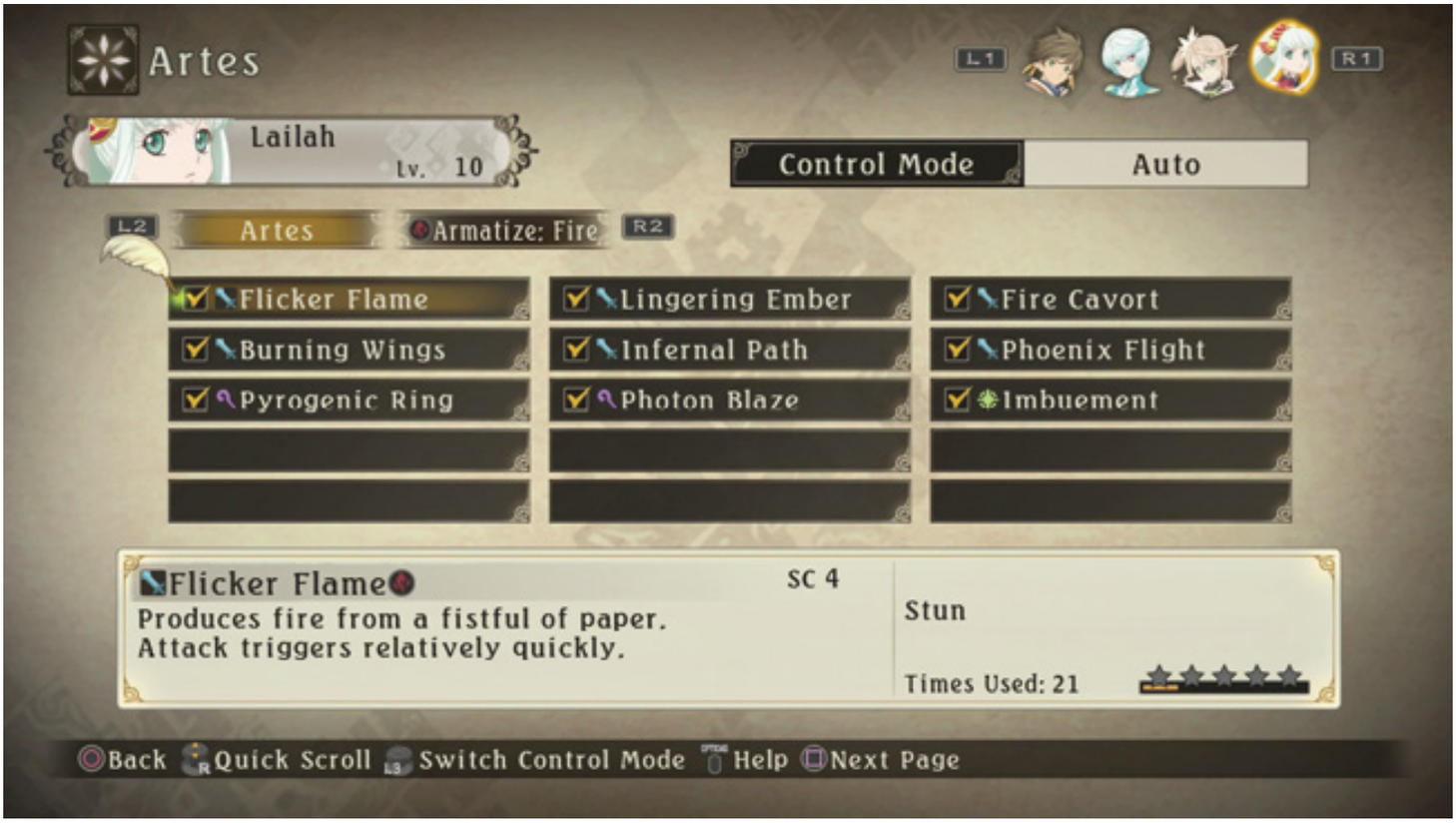
Partner Blast is a Battle Action similar to Chain Blast. After performing 1 combo, press and hold **R2** to consume 1 BG, restore 50 SC to a partner, and then instantly perform a follow-up attack on your target. So while Chain Blasts are a good way to recover some SC and deal a final blow after performing a devastating combo, Partner Blast gives you a chance to deal some damage to your enemy while assisting your ally.

As artes are used, their ★ gauge increases and lessens their SC cost. Likewise, the more total ★'s your artes have, the higher a character's initial BG in battle. Because of this, it's a good idea to use all the artes that a character has to acquire as many ★'s as possible, instead of just focusing on a select few.

MOVEMENT

When in Manual mode, the character you control can only move forwards and backwards toward their targeted enemy (when set to Semi-Auto mode, your character will run automatically towards your target until you are close enough to attack). You can move around them by quickstepping to the side, or completely move without restriction with Free Run by holding **L2** and moving with the Left Stick. Keep in mind that SC, which can be recovered by standing idle, guarding, or quick evading, cannot be recovered while using Free Run.

ARTES



Artes are actions that characters can perform to inflict damage on their foes. They are separated into three groups: martial, hidden, and seraphic. Humans can perform martial and hidden artes, seraphim martial and seraphic artes, and when armatized hidden and seraphic artes are used. Some artes take advantage of an enemy's Defense and others Arte Defense, so keep that in mind when fighting certain foes. Further, the three groups are balanced against each other, having an advantage on one group and a disadvantage to the other, so pay attention to what types of artes your enemies use to fully take advantage of each arte group's potential.

NOTE

While in Manual or Semi-Auto mode, you have complete control over what artes your character can use. However, if there's an arte that you don't want a character to use while in Auto mode, you can always turn specific artes on and off with △ in their Artes menu.

Martial Artes

Perform martial artes with . You can then create up to a 4-hit combo with additional presses of , depending on how many are unlocked. Martial artes are grouped in combo sets relating to the Left Stick and can't be modified. The sets are grouped as follows:

- Left Stick and Left Stick : Charging and piercing attacks.
- Left Stick and Left Stick : Mobile and area-of-effect artes

Switch them up as needed depending on how the battle is going. Also, pay attention to the artes' elemental grouping as well as take advantage of enemy weaknesses.

If you hit a stunned enemy with your initial martial arte (i.e. the start of your martial arte combo), you get a one time increase to your Blast Gauge. This means if you need BG and you stun an enemy in the middle of a combo, stop attacking for a moment before restarting your martial arte attack to get that BG increase.

1	Martial artes interrupt seraphic arte casting, but cannot interrupt hidden artes
2	Quick to use
3	SC consumption is fairly low
4	Number of hits is fairly high
5	Damage is determined by your Attack and enemy's Defense

Hidden Artes

Hidden artes are tied to the button (Circle button when armatized) and are easily combined with martial artes. For instance, you can use a hidden arte to target an enemy's weakness before following up with a martial arte, or you can wail on an enemy with a martial arte combo and then end it with a powerful hidden arte. Five hidden artes can be set at a time in relation to + Left Stick in the Artes menu. If you have nothing set in any of the slots, then pressing will choose a hidden arte at random.

Most hidden artes have a higher arte. If you learn (for instance) Shadow Shock, the higher arte of Shatterfang, you will later acquire the battle action Greater Heights. With the battle action Greater Heights, after starting a hidden arte you can hold down to continue into the higher arte you've learned. In this way, the number of hidden artes you can use is more than double. Since using the same arte over and over will reduce the enemy's stagger time, higher artes are one way this can be avoided.

1	During hidden artes, you're immune from being staggered by martial artes
2	Can utterly crush martial artes, but can't interrupt seraphic artes
3	Slower to cast than martial artes, but faster than seraphic
4	SC cost and damage are higher than martial artes but lower than seraphic artes
5	Damage is determined by your Attack + Arte Attack and enemy's Defense + Arte Defense

You can tell whether the enemy's attack is a hidden arte by checking if they charge it before casting or by looking out for an accompanying white flash. Note that some hidden artes can break through your guard.

Seraphic Artes

Like hidden artes, seraphic artes are tied to the button. They have greater power and reach than martial and hidden artes, but take longer to cast. Holding down beyond the arte's casting time will keep it charged, allowing you to use Left Stick to switch targets before releasing the attack.

Seraphic artes are particularly useful against hidden artes. While charging a seraphic arte, hidden artes will not stagger you and will also halve your seraphic arte's casting speed. So if you see an enemy casting a hidden arte you wouldn't normally be able to defend against, start casting a seraphic arte to withstand the attack and ready your retaliation. You can further decrease a seraphic casting time by casting it further into your combo. Refer to "Combo Effects" for more information.

0.5 seconds following a seraphic arte's casting, you'll have high defense against enemy seraphic artes. This raises the possibility of countering an enemy's seraphic arte with your own, but it also means there is risk involved in attempting to use seraphic artes to disrupt an enemy's casting. You can also interrupt an enemy's casting by staggering them with martial artes but, then again, the same goes for you.

Most seraphic artes have a higher arte. If you learn (for instance), Freeze Lancer, the higher arte of Twin Flow, you will acquire the battle action Charge Cast. With the battle action Charge Cast, when you are charging a seraphic arte with ✕ before casting it, press ○ to instead start casting a higher arte you've learned. In this way, you can adjust your arte output based on the battle situation. After this, you can continue on to even higher artes.

1	Non-elemental seraphic artes (such as Mindflayer) can steal enhanced status effects from enemies and transfer them to the caster
2	When casting seraphic artes, you're immune from being staggered by hidden artes, and being hit by one lowers casting time; however, you are left vulnerable to martial artes
3	Of the artes, seraphic has the widest area attacks and deals high damage, but requires a long casting time
4	Higher seraphic artes can attack enemies even while down
5	Seraphic arte casting times can be reduced by utilizing them within a combo—refer to Combo Effects for details
6	Casting seraphic artes leaves you vulnerable to counterattack
7	Damage is determined by your Arte Attack and enemy Arte Defense

Mystic Artes

Mystic artes are powerful super attacks that your characters learn as you complete story moments and Sub-Events. Cast by holding down ○ **+R2** during a combo while your BG is at 3 or greater in normal state. The targeted enemy must have taken damage during the combo or the arte will not be activated.

To unleash a mystic arte while armatized, hold down ○ **+R2** while performing a combo with a Blast Gauge of 4 or greater. Alternatively, when you use a Banish Blast, there's a battle action that enables you to hold down **R2**+ ○ before the Banish Blast hits. If you do this, the Banish Blast won't finish off the enemy and will instead chain directly into your mystic arte.

If you activate your mystic arte during a weakness combo, it will continue to take effect during the mystic arte regardless of the mystic arte's element, so be sure to activate them when the "Power Hit!" accompanies your damage indicator to inflict even more damage.

There are a number of methods for reducing Blast Gauge consumption when using mystic artes. One way is through battle actions. There are a few to choose from that take effect when you meet various criteria, like number of hits or cumulative damage infliction, meaning that fighting with a bit of flair can actually be to your advantage.

Defeating an enemy with a mystic arte earns you at least twice the Grade you'd otherwise get, and it'll also make the item drop rate skyrocket. Keep an eye on your enemy's HP using the target icon, then unleash a mystic arte to finish them off!

Mystic artes are incredibly useful and can deplete a large portion of your enemy's HP, but be warned: there are some bosses with mystic artes of their own.

COMBO EFFECTS

Combos that mix martial, hidden, and seraphic artes and quicksteps provide various effects:

Reduced SC consumption based on number of martial artes used
Increased damage based on number of hidden artes used
Increased duration of enemy stagger based on number of seraphic artes used

These only take effect once you use multiple arte categories. For , , , , only the 4th attack benefits from the effects.

Seraphic artes in combos have reduced casting times, regardless of the actions.

2nd hit:	20% reduction
3rd hit:	40% reduction
4th hit:	60% reduction

Seraphic artes use a lot of SC, but a combo like , , Left Stick down, would give you the SC reduction from the martial artes, the distance advantage of the backstep, and a shortened casting time.

If your combo is interrupted, you may briefly find that further attacks are rendered ineffective. Rather than try to restart your attack, it's a better idea to go on the defensive and ready for the enemy's counterattack - you're probably low on SC at this point anyways.

When you use the skill Ekseed to pile up combos of 5 or greater, the combo effects will be effective up through the 8th hit. Blasts can also be used in combos of 5 or greater. Pressing **R2** on the 5th hit of a combo will trigger a Partner Blast.

TARGETING

You automatically begin battles targeted to an enemy. Hold down **R1** to see that enemy's detail summary, and switch targets using Left Stick.

Tapping **R1** will automatically switch targets to the enemy nearest you. While targeting an enemy, press ◯ to view more details about them, such as their characteristic attacks; sometimes after defeating an enemy more data will be added to this section. The target symbol also gives you a rough idea of that enemy's HP.

1	Enemy's exact HP
2	Weaknesses (increased damage)
3	Resistances (halved or greatly reduced damage)
4	Stat boosts, inflicted ailments

One good time to check out enemy details is if they are consistently defending against your attacks – you may be accidentally attacking them with an attack they are resistant to.

When confirming a target, pay attention to its category and elemental weakness. For example, the category-group skill "Animili" can both increase damage to and reduce damage from Beast-type enemies, or if an enemy is weak against certain elements, you can change your arte use or which seraph you have in battle. Also, adjust your equipment accordingly. Also, you can change your equipment at any point during battle.

STRATEGY

The Strategy menu is where you can direct your character's Auto directions, including:

Action	Basic instructions, such as which enemy to target
Tactics	What balance to strike between close-range and long-range artes
Attack Rate	How often the character should attack (affects SC consumption)
Defense/Healing	Set HP threshold for prioritizing recovery and defense

You can also customize how partners (party members who can armatize) sync up with you in battle.

3

1

4

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CONTROL MODE

While in the Artes section, press **L3** to display the Control Mode for that character; you can also do this in the middle of battle, or with the Battle Menu open. You can choose between these three modes:

Manual	Player controls all actions
Semi-Auto	When attacking, character automatically moves appropriate distance from enemy
Attack Rate	All actions are automated by game AI

Manual allows you to have complete control over your character, giving you the flexibility to attack from any distance you choose. If you'd like to cut out some of your decision-making and focus just on attacking and defending, Semi-Auto mode is a good choice as well. You can also set all of your characters to Auto and let the game AI make the decisions, allowing you to oversee the battle from a distance and input controls accordingly through the Artes section within the Battle menu. Any of these options is a valid way to play, so don't hesitate to try them out.

COMMANDS

The Strategy section is a great way to set overall strategies for your individual characters, but sometimes you need to command your entire party to change tactics quickly and easily according to a specific situation. Commands let you do just that, overriding any Strategy guidelines in place. Using the Right Stick you can issue the following commands:

You can enter up to two of these commands at a time (for example, Charge Forward/Focus Attacks). Press **R3** to cancel commands.

ELEMENTS & STATUS

Every arte is tied to one of the five elements: Non-elemental, Fire, Earth, Water, and Wind. The benefits of these elements are more than just simply taking advantage of an enemy weakness – there are also stat boosts and ailments that can be tied to these artes depending upon their element.

So, for example, a water-based arte might have a chance of inflicting Poison, while a Non-elemental arte might raise the player's Attack.

Using artes with elements that enemies are weak against increases the chance of effects triggering. Fighting enemies who are weak against Fire has a 2x chance of reducing their Arte Attack, or a 2x chance of inflicting Burn. Further, inflicting one increases the chance of inflicting the other: for example, an enemy with reduced Arte Attack is 4x likelier to be inflicted with Burn.

Triggering stat-up and stat-down effects multiple times won't completely compound on each other, but the enhancements still occur, so it's a good idea to mix up your arte variety and trigger as many effects as you can.

	Attack–Non-elemental–Paralysis
	Arte Attack–Fire–Burn
	Defense–Earth–Slow
	Arte Defense–Water–Poison
	Focus–Wind–Fatigue

STATUS AILMENTS

There are five main types of status ailments that you or your enemies can be inflicted with:

On top of their specific effects, there are other detriments that occur for all status ailments:

- HP cannot be recovered
- 2x Stun
- Related stat enhancements disabled (for instance, characters with Burn lose Arte Attack boosts)

All ailments are dangerous in their own right, so be sure to prevent them or remove them quickly while also inflicting them on your enemies with artes as often as possible.

Certain ailments can be removed with Panacea Bottles, specific healing seraphic artes, or through armatization if the appropriate Scenario Skill is unlocked. Otherwise, they will disappear over time or at the end of a battle.

	Paralysis: Actions are regularly interrupted
	Burn: Stagger duration increased
	Movement speed greatly decreased, quickstep disabled
	Poison: HP decreases, can lead to being KO'd
	Fatigue: SC recovery rate greatly decreased, casting time doubled

NOTE

ENEMIES THAT ARE RESISTANT TO AN ELEMENT ARE ALSO RESISTANT TO ITS CORRESPONDING AILMENT – FOR EXAMPLE, A FIRE RESISTANT ENEMY CANNOT BE INFLICTED WITH BURN. BUT, WHEN AN ENEMY IS HIT WITH A WEAKNESS COMBO, THAT RESISTANCE IS TEMPORARY DISABLED.

EFFECT POTENTIAL

All attack-type artes have some kind of effect potential, such as Stun, stat enhancements, enemy stat weakening, ailment infliction, HP stealing, etc. While these effect potentials have a base percentage to trigger, there are various ways to increase these odds:

- 2x chance to inflict ailment when enemy is weak against the attack element
- 4x chance to inflict ailment when enemy's stats have been reduced by an element
- 2x chance of effect from antagonistic attack types
- 2x chance of effect from combos chained off of a Banish Blast
- Chance increase when your SC is high
- 1.4 chance increase for artes chained off quickstep

After you inflict an effect, the chance of the same effect triggering on the same enemy decreases, and the same goes for your stat-boost effects. Try not to aim to use all of your effects at the start of a long battle; you might have an even tougher time near the end when the enemy goes all-out. Healing artes with 100% effect potential may also prove useful.

WEAKNESSES & RESISTANCES

Weakness

Non-elemental	Fire	Earth	Water	Wind

Using an arte with an element that enemy is weak to will deal more damage and cost less SC, while using one they are resistant to will in turn deal less damage and cause you to recover SC more slowly. But there's more to element weaknesses and resistances than just this—you should also keep in mind weakness combos.

Hitting an enemy with their weakness will start what is called a weakness combo, indicated by the words “POWER HIT!” beneath your damage. As long as this weakness combo continues (shown by a multiplier indicator), all attacks dealt by you and your allies count as weakness damage, even if its with an element they are normally resistant to, and their stagger time increases.

Weakness combos are different when armatized. The damage multiplier will continue until the damage gauge (located under the total damage) runs out, regardless of the number of chained hits, and damage increases every time a different arte of the same element is used. So, when triggering a weakness combo while armatizing, aim to use a variety of artes all within the same element to take full advantage of its potential.

Further, to truly utilize armatized weakness combos, pay attention to how you play before armatizing. How long the damage gauges lasts during armatization is affected by the max hit count prior to armatization, therefore you’ll want to armatize after dealing as many weakness combos and consecutive hits as possible beforehand, and then aim to armatize once the enemy is stunned or inflicted with a status ailment. That way, you’ll truly be using weakness combos to their advantage.

	Right Stick : Charge Forward (priority is attack)
	Right Stick : Spread Out (each member targets a different enemy)
	Right Stick : Focus Attacks (attack player’s target)
	Right Stick : Prioritize Defense (only defend, recover, or evade)

Resistances

Not all resistances are built the same. There are four types of resistances an enemy can have, displayed in blue while dealing damage:

Resist	Damage halved, enemy defends more easily
Restrain	Damage can be inflicted, but the enemy cannot be staggered
Ineffective	Damage reduced by 90%
Reflect	Damage reflected back at you

In general, it's good to avoid attacking an enemy resistant to your artes in order to deal more damage and not needlessly spend SC, but if an enemy's resistance will render your attacks mostly useless, or even direct them back to you, you'll want to rethink your strategy entirely.

SWITCHING SERAPHIM

Seraphim can be switched out in the middle of battle by using the directional pad. Once you switch seraphim you'll have to wait a short time before switching again, and you cannot switch to a seraphim who is KO'd (however, a KO'd seraphim can recover from being KO'd while on standby, so be sure to switch out KO'd seraphim quickly).

Switching out seraphim is a great offensive tactic to target an enemy's elemental weakness, but it's also an effective defensive measure as well. Switch out seraphim who have low HP so that they can recover, or switch them out if they are surrounded by enemies to avoid injury altogether. Always keep an eye an your seraphim and switch them out accordingly to fully utilize their strengths, particularly for longer battles.

Swapping a seraph when they are in the middle of unleashing an arte will make the swap occur in the middle of a combo window. You can prioritize quick swapping by lowering the attack rate in the Strategy menu and using the command Prioritize Defense, which will give you easier opportunities for switching.

SWITCHING CHARACTERS

You can switch which character you control in battle by opening the menu with and pressing **OPTIONS**, which will switch your control to the next character to the right. This will automatically set your previous character to Auto and your new character to Manual or Semi-Auto. After the battle is over, their control mode will be reset to their default settings. If you want to change your default battle character and character control modes, you'll have to do so in the Arte section within the Top Menu outside battle with .

DEFENSE

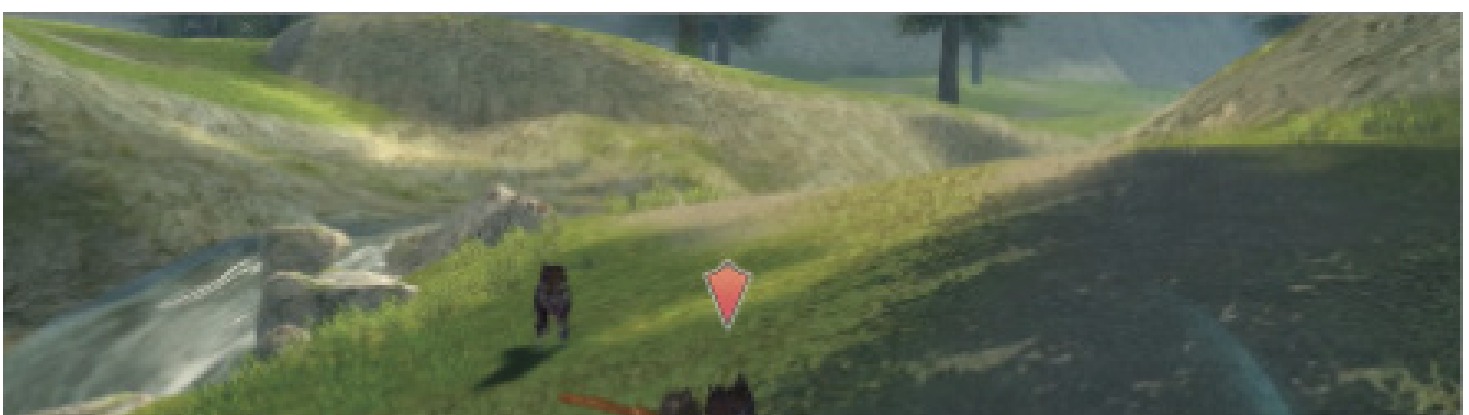
GUARD

Guard with . Guarding greatly reduces damage inflicted by enemy attacks and your chance of being staggered. You also recover SC for each attack you block.

TIP

If you're low on SC, just hold your Guard for two seconds to recover some SC.

When an enemy uses guard against your attacks, your SC recovery rate is halved until your next move – however, once they successfully block your first attack, they'll likely continue to block against any further ones, so be sure not to combo indiscriminately when your attacks are ineffective. Keep in mind that this is also true for yourself as well, so if you want to deplete your enemy's SC, guard will be your good friend.



QUICKSTEP

Quickstep with ⬛ + Left Stick forwards, backwards, left, or right. When you're close to a target, quickstepping to the side will take you next to or behind them. Quicksteps can be used as part of a combo, and by flicking Left Stick, you'll get the same effect. While quickstepping does cost some SC, you can easily gain that SC back by waiting to dodge right before an attack or by completing combos. In this way, it's best to use quickstepping as a way to set up attacks and avoiding damage without sacrificing distance instead of as a way of moving about the field (Free Run would be a better choice there).

Quick Evade

Quickstepping is a good way to position yourself to best attack an enemy's weak point and also avoid potential danger, but if you quickstep at the last possible moment before an attack, you have performed a different maneuver entirely: Quick Evade. Quick Evades lower you enemy's attack frequency and gives you a chance to counterattack, as well as recovering more SC than a regular dodge.

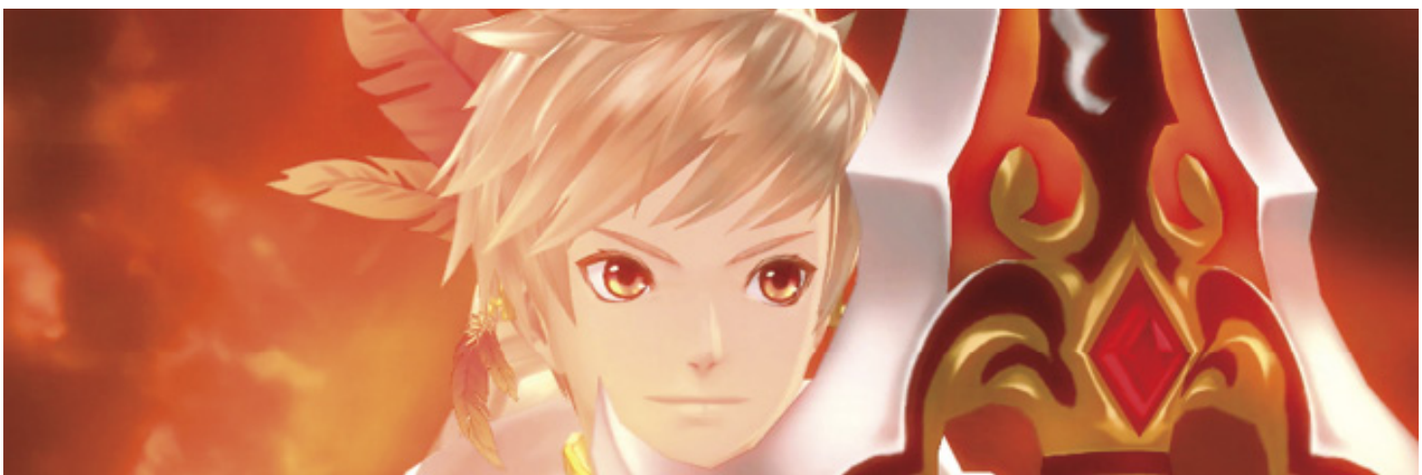
NOTE

Normally unblockable enemy attacks (indicated with a "!!") can be Quick Evaded, but they won't work against knock-back attacks.

There are three types of dodges, tied to their direction on the Left Stick, each with their own dodge benefits:

	Using + Left arrow / Right arrow to quickstep to the side allows you to evade top-down and stabbing attacks. When you dodge top-down attacks with a sidestep, this counts as a Quick Evade.
	Using + Left Stick down arrow to quickstep backwards allows you to evade sideways attacks. (If an enemy attack looks diagonal, in most cases it can be dodged with a backstep)
	Using + Left Stick to quickstep forward allows you to evade an enemy's non-arte projectile attacks – it's a risky tactic, but if used correctly it can be extraordinarily useful. This will count as a Quick Evade.

Armatization



To armatize, you need to have 1 Blast Gauge and press **L1** while in normal state. You will take on the power of your currently equipped seraphim, combining the two character's Attack, Arte Attack, Focus, HP, and skills. Even if your character is KO'd, if their seraph has at least 1 HP and 1 BG, they can be revived with armatization. In this way, armatization is not only a powerful offensive force, but can also save you in a pinch.

When armatized, your character and their seraph's stats combine to create a powerful force of nature; likewise, your equipment skills combine as well. For example, if both partners have a skill that reduces paralysis effect by 50%, then when armatized they will be completely resistant to paralysis. If you plan to use armatization frequently, then see how you can best correlate the character's skills together. (Note, this only applies to the skills themselves and not their bonuses, so the two skills above would not trigger a Stack bonus).

- for hidden artes, for seraphic artes
- 3-hit max combo, and attacks focus on damage. Many area-of-effect attacks
- Greatly reduced seraphic arte casting time
- Enhanced healing, can block seraphic artes
- **R2** when idle to cast Rejuvenation, hold **R2** during combos for Banish Blast
- Press **L1** to release armatization and return to normal state

Keep in mind that while your attacks are more powerful, maximum combos are reduced by 1. Also, seraphic artes set to also vary by the seraph, so be sure to study their list of seraphic artes within the Artes menu.

Armatization doesn't have a time limit, but as your damage gauge depletes you deal less damage, and it will only be restored when you armatize again. It also takes longer for your Blast Gauge to recharge while armatized. Therefore, if your HP is good but your BG and damage gauge is low, you should probably return to your normal state.

> NOTE
>
> Remember, the length of your damage gauge depends upon the maximum amount of hits performed before armatizing, so it's best to trigger it after you've already dealt a good amount of damage to the enemy in normal state.

In general, relying on combos while armatized is not recommended. Not only are your combos reduced to 3 hits, you are also more vulnerable to attacks while comboing than you are in normal state. Instead of relying on combos, then, use armatization to take advantage of the enemy's elemental weaknesses with weakness combos, and also utilize your Banish Blasts.

Banish Blasts are powerful, but they are also the only arte while armatized that determines damage with your Attack and the enemy's Defense, so it won't be effective against all enemies. They cost 1 Blast Gauge to perform, can be combo-d off of, have 2x chance of causing a status effect, and are more powerful the lower the enemy's HP. Like combos, Banish Blasts can also leave you vulnerable, so you might find yourself using them against stunned enemies. However, Banish Blasts also have a high chance of stunning enemies as well, so you might want to aim to use it as a follow-up to a companion's attacks.

To perform Rejuvenation, press **R2** while idle or not performing a combo at the cost of 1 Blast Gauge. It takes 1 second to cast and is an extremely powerful healing spell, for yourself and for your allies.

POWER LINKS

Some enemy groups can contain a number of low-ranked enemies you might overlook, but you should make sure they don't take advantage of their strength in numbers. Sometimes enemies can form what are called Power Links with each other which greatly increase their power, boost their stats and make them immune to status ailments. You can tell when a Power Link is occuring because enemies will be highlighted in flashing red. Defeating a linked enemy can disable the power link.

Grade

Grade is awarded after each battle, and you are awarded higher Grade for fighting “with style”. There are easy ways that you can earn high grade, such as completing consecutive hits in normal state, dealing high max damage while armatized, winning without being KO’d and using your BG. Defeating powerful enemies will also reward you with high grade, especially if you defeat them without using items.

Grade is used to increase the Lord of the Land’s Blessing Level for the area that that Grade is earned. As the Blessing Level rises, more boons will become available for that area as well as increasing your maximum boon cost total. Grade is automatically counted towards Blessing Level when you step on a Save Point.

Difficulty Settings

If you are ever in the mood for an extra challenge, or want to play at a more relaxing difficulty, then worry not - you can always change your battle difficulty settings at any time outside of battle in the Options screen in the System menu. Generally speaking, the level of difficulty you choose should be determined by how challenging you want the game to be, but there are other factors to consider as well. Here is a list of the difficulty settings, and their benefits and challenges:

Difficulty: Simple

Enemies have lower stats, attack less frequently, and some aspects of the battle system are simplified. This is a good level for people who want to get the hang of the battle system before trying out Normal.

Difficulty: Normal

The standard difficulty setting. This difficulty is made with the assumption that the player is familiar with the concept of equipment fusion and general game systems. It's not overly tough, but it can be challenging if you still are getting used to game mechanics. Quality of dropped items increases slightly.

Difficulty: Moderate and Hard

Good for more experienced players. Less experience is granted but you are rewarded with more gald, so you might want to consider upping the difficulty every once and a while if you're grinding for some money. Enemies are harder, but you get a boost in the weakness damage multiplier while armatized, along with other changes, which can make this difficulty easier than Normal if you are familiar with the game system.

Difficulty: Intense and Chaos (available in New Game + or by completing enough battles on Hard)

Enemies attack more frequently, enjoy shorter casting times, and have higher buffs. The time periods between item usage increases as well. Those who are looking for an extra challenge should try out these levels.

Dropped Items

After defeating enemies, you can obtain gald and new equipment or items. The first enemy defeated in battle has a 2x chance of dropping items, so if you're looking for a specific item, then use the command Focus Attack to have your whole party target that enemy.

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Sorey
Base Stats

HP	630
Attack	55
Arte Attack	30
Defense	40
Arte Defense	25
Focus	50

Equipment

Weapons	Ritual Swords
Accessories	Earrings
Armor	Men's Armor
Rings	Rings
Footwear	Shoes / Men's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Item Ordering	Select a Rank 3 or higher Weaponsmith's Shop and increase availability of specified item.
Treasure Detection	Detect nearby treasure chests and herbs.
Point of Interest Detection	Detect previously-undiscovered monoliths and discovery points nearby.

Fight Style Description

Sorey is an orthodox sword-wielding fighter. His swift martial artes and high attack make him a great choice for the front-line, so charge in and use him to disrupt enemy casters and lay on the damage. With a little careful attention to his equipped stat-boosting effects you can maximize his punishing barrage with stuns, HP and SC regaining, and much more. Don't be afraid to use his hidden artes, as well! They take a little longer, but enemy martial artes won't stagger him.

Sorey has a variety of different attacks with varied elements in his arsenal, so take stock of the battlefield and choose the right arte for the situation. Whether you need to push enemies back to gain some breathing room, capitalize on an elemental weakness, or gather multiple enemies in close so you can hit them all at once, this Shepherd has the skills for the job.

Personal Description

Sorey is a human with a pure heart who grew up in an isolated seraphim village. He loves ancient ruins and the Celestial Record, and dreams of traveling the world to discover all of its historical secrets. As someone who always wants to help people in any way he can, Sorey takes on his role as the Shepherd quickly but with no less sense of duty.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	3
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

Chain Blast

CHAIN BLAST			
SC	200	Hits	2
Effect	SC Recovery (10%)		

Martial Artes Chart

LS + ●	Striking Fang -->	Steel Render -->	Trihawk -->	Starfall
LS ↑ ↓ + ●	True Fang -->	Tiger Blade -->	Earth Dragon Fang -->	Sword Rain
LS ← + ●	True Fang -->	Freezing Strike -->	Wolfwind Fang -->	Frigid Moon
LS → + ●	True Fang -->	Sword Flare -->	Phantasm Flash -->	Searing Gale

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Sorey
Martial Artes

Striking Fang

Step forward and perform an overhead slash.

SC	5	Hits	1
Stun (5%)			

Earth Dragon Fang

Steps and slashes four times in an unstoppable, fluid combo that can carve through the stoutest obstacles.

SC	12	Hits	5
Stun (5%)			

True Fang

A swift slash that rends through the wind. Attack direction can be changed with Left Stick.

SC	4	Hits	1
Stun (5%)			

Wolfwind Fang

Creates a vacuum with a swift mana-infused slash, then sends trapped foes flying to the left with a kick.

SC	11	Hits	4
Focus Up (50%)			

Steel Render

A jumping kick followed immediately by a slashing attack. A martial arte suited for surprise attacks that can penetrate thick armor.

SC	7	Hits	2
Stun (5%)			

Phantasm Flash

A lightning-fast double slash that emits a flash of light. Effective against evil spirits.

SC	13	Hits	2
Absorb SC (15%)			

Tiger Blade

A two-stroke vertical slashing attack, in which a rising jump slash is followed by a downward cleave.

SC	10	Hits	2
Attack Up (50%)			

Starfall

Cleave enemies in two with an instant overhead slash.

SC	10	Hits	1
Stun (5%)			

Freezing Strike

A two-part attack in which a kick to the left is followed by a flowing slash attack.

SC	8	Hits	2
Arte Defense Up (50%)			

Sword Rain

Eight rapid jabs followed by a swift finishing thrust.

SC	21	Hits	9
Stun (5%)			

Sword Flare

Slashes diagonally downwards, striking the ground to release a fiery explosion.

SC	11	Hits	3
Arte Attack Up (50%)			

Frigid Moon

Captures enemies in a crescent of ice with one stroke of the blade, and then shatter them with the return stroke.

SC	16	Hits	6
Absorb HP (10%)			

Trihawk

Slashes three times in a triangle formation.

SC	11	Hits	1
Stun (5%)			

Searing Gale

Sweeps up enemies in a burning, spinning slash, then follows up with a heat blast. Can pick up downed enemies.

SC	26	Hits	8
Stun (5%)			

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Sorey
Hidden Artes

Shatterfang

A hidden arte in which the wielder cleaves the ground following a spinning jump. Can attack while dodging low enemy attacks.

SC	10	Hits	2
Defense Down (20%)			

Rending Gale

A hidden arte which uses a ferocious, charged spinning slash to unleash a devastating lightning attack on the area a moment later.

SC	14	Hits	2
Stun (5%)			

Shadow Shock

Instantly draw back, charge up power, then unleash a breathtaking flurry of slashing attacks. Higher hidden arte of Shatterfang.

SC	17	Hits	5
Stun (5%)			

Severing Wind

Sweeps up enemies with two broad, arcing slashes, then launches them upward with a high rising slash. Higher hidden arte of Rending Gale.

SC	22	Hits	4
Focus Down (20%)			

Cantering Flames

A slashing combo with a flaming sword, covering a wide area. Higher hidden arte of Shadow Shock.

SC	26	Hits	5
Arte Attack Down (20%)			

Runic Circle

Creates a gravity well by laying one's left hand on a thrust blade. Affects downed enemies, and can be linked from Severing Wind in mid-air. Higher Hidden arte of Severing Wind.

SC	25	Hits	6
Stun (5%)			

Sonic Thrust

Charge performed with a left-handed grip. A hidden arte that activates fairly quickly.

SC	12	Hits	1
Attack Down (20%)			

Heavenly Torrent

A hidden arte comprised of an upward slash in a style reminiscent of one challenging a waterfall's torrent. Can lift lighter enemies from the ground.

SC	11	Hits	2
Arte Defense Down (20%)			

Crimson Edge

A thrusting attack which unleashes a heat wave caused by a ferocious charge. When performed near enemies, it pierces through them. Higher hidden arte of Sonic Thrust.

SC	20	Hits	2
Stun (5%)			

Lion's Howl

Seals the fury of a lion in one's palm, then unleashes it to blast enemies away. Higher hidden arte of Heavenly Torrent.

SC	24	Hits	5
Down (25%)			

Raging Winds

An impossibly fast charge, followed a moment later by a shockwave that scatters left and right. Higher hidden arte of Crimson Edge.

SC	28	Hits	3
Stun (5%)			

Beast Thunder

Scatters lightning in front of the caster, then concentrates it to blast enemies away. Higher hidden arte of Lion's Howl.

SC	37	Hits	5
Down (25%)			

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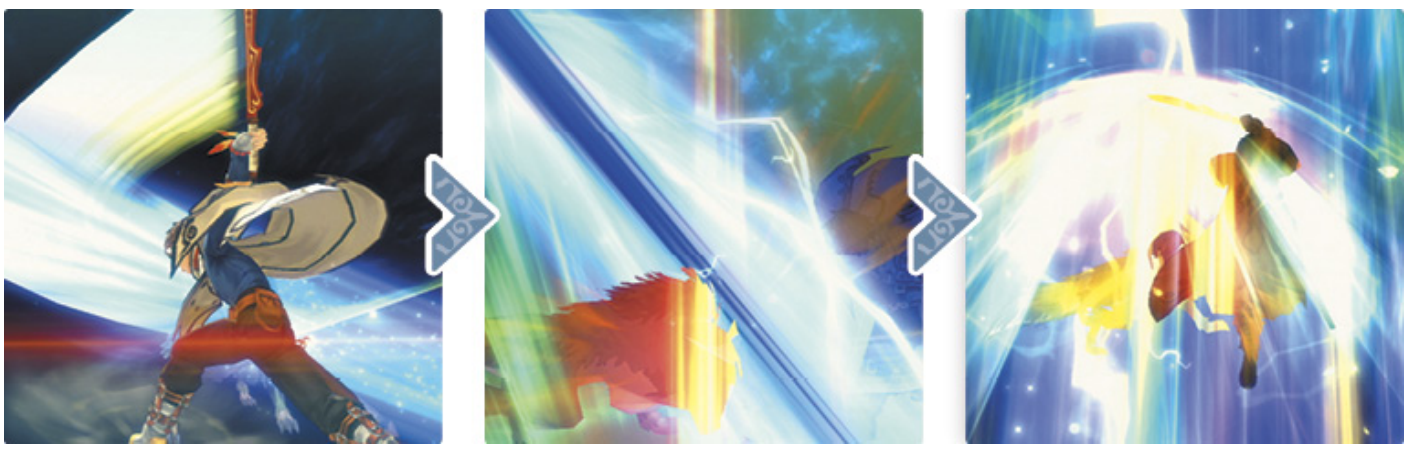
Sorey
Mystic Artes



BOLT TEMPEST	Non-Elemental Beasts

A mystic arte that unleashes a rapid flurry of attacks. During a combo in normal state at BG3 or higher, press and hold ● + **R2** to activate.

BG	3	Hits	8

DIVINE WRATH	Non-Elemental

A mystic arte that draws on the god of thunder's powers to reach the full potential of one's speed and strength. After a 4-hit combo in normal state at BG5 or higher, press and hold ● + **R2** to activate.

BG	5	Hits	13

ULTIMA ELEMENTIA	Non-Elemental

When in normal state with the battle action Friendly Link active, perform a mystic arte with Sorey or Rose. Using Friendly Link's ability, chain the first mystic arte into each seraph's mystic arte in this order: fire, earth, wind, and water. You can do this by holding the seraph's respective direction on the **D-pad** and rapidly tapping the ● during a mystic arte. Then tap the ● at least 30 times during Mikleo's mystic arte. Remember, each seraph must have the necessary BG to activate a mystic arte and whoever started the chain needs another 6 BG left over to activate Ultima Elementia.

BG	6	Hits	11

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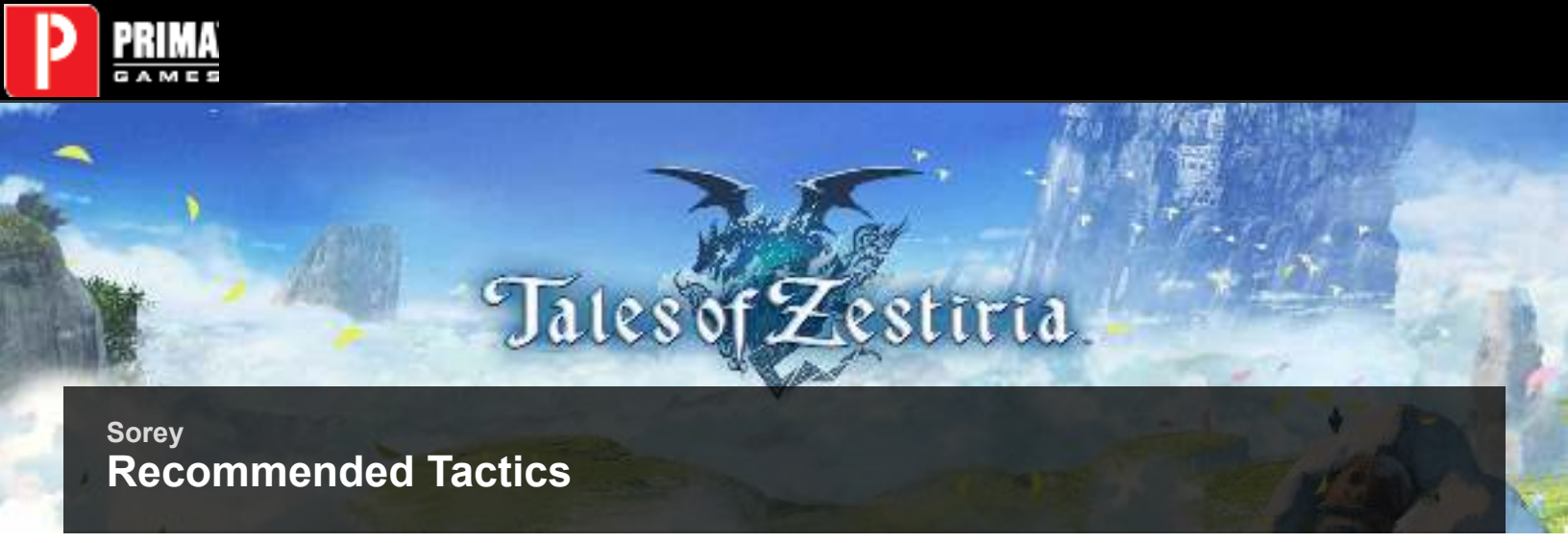

Sorey

Recommended Tactics

Sorey is quick and efficient. Stack stun boosts and one or two other status effects to their maximum when fusing Sorey's equipment, and use his quick martial and hidden artes to incapacitate a field of foes within the first few seconds of a battle. These status effects are especially useful against foes that must be inflicted with ailments in order for attacks to do decent damage. If you're watching carefully, you can use a single multi-hit attack to stun or inflict ailments on multiple enemies by swiftly switching to a nearby target as soon as you notice that the first or second hit has already done its job. When you're choosing your next target, take a moment while the battle is paused to check out the weaknesses and resistances of each enemy on the field. If you've stacked your skills high enough and you're just looking to inflict a status effect, sometimes it won't matter, but it's always nice to do a little extra damage in the process.

Using Sorey to mount an offensive before your enemies have a chance to begin their own attacks is a simple way to take and hold a useful advantage throughout a battle. Keep your casters free to focus on offensive artes instead of wasting their BG on restorative artes by making sure a few of Sorey's fusion slots are reserved for HP-recovery or damage-negation skills (such as Gaine and Invalada).

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Alisha
Base Stats

HP	760
Attack	60
Arte Attack	40
Defense	40
Arte Defense	30
Focus	40

Equipment

Weapons	Spears
Accessories	Ribbons
Armor	Women's Armor
Rings	Rings
Footwear	Shoes / Women's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Remedy Preparation	Recreates previously discovered gel/bottles.
Windstepping	After winning a battle or eavesdropping on townsfolk, movement speed is boosted for 30 seconds.
Point of Interest Detection	Detect previously-undiscovered monoliths and discovery points nearby.

Fight Style Description

Alisha has excellent reach due to her weapon—a spear that is taller than she is. Stabbing or sweeping gives her plenty of versatile options in battle, but the required lunges as she extends her weapon do tend to leave her open to counterattacks. Well-timed quicksteps and thoughtful use of attacks that involve movement are the key to keeping her in an advantageous position during battle.

Personal Description

Alisha is the princess of Hyland, but her political power is limited by the other elites in Ladylake. She still believes in the Seraphim and wants to save her country from the malevolence that plagues it. To serve her people as best she can, she took on the duties of a Hyland knight, and while her earnestness and pure-hearted nature are seen as a weakness to many, it is these traits that also give her the strength to fight for a better future.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	1
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

CHAIN BLAST			
SC	200	Hits	3
Effect	SC Recovery (10%)		

Martial Artes Chart

LS +	Blitz Strike -->	Whirling Blossom -->	Treble Strike -->	Dragon Floret
LS +	Rending Strike -->	Serpent Snare -->	Moonlight Swallow -->	Blazing Stars
LS +	Rending Strike -->	Earth Rave -->	Demon Swallow -->	Sparrow Jive
LS +	Rending Strike -->	Pyre Light -->	Sea Serpent -->	Elemental Clash

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Alisha

Martial Artes

Blitz Strike

Swiftly steps in and lunges.

SC	5	Hits	1
Stun (5%)			

Moonlight Swallow

Violently drives a lance upwards, then lifts enemies with a kick.

SC	14	Hits	2
Attack Up (50%)			

Rending Strike

A slashing attack with a long reach. Attack direction can be changed based on the direction that you move the left stick.

SC	6	Hits	1
Stun (5%)			

Demon Swallow

Rends the very air to produce a series of vacuum waves that tear at foes over a wide area.

SC	16	Hits	3
Focus Up (50%)			

Whirling Blossom

A frontal swinging lance attack.

SC	6	Hits	2
Stun (5%)			

Sea Serpent

Uses the power of the vortex to channel mana and increase Arte Defense while attacking.

SC	18	Hits	2
Arte Defense Up (50%)			

Serpent Snare

Thrusts a lance and pulls it in to capture enemies like snakes.

SC	9	Hits	2
Absorb HP (10%)			

Dragon Floret

Creates a shockwave with a violent upward spear thrust that sends enemies flying.

SC	6	Hits	2
Stun (5%)			

Earth Rave

Powerfully thrusts a lance into the ground to send up a rocky spear that lifts foes.

SC	10	Hits	3
Defense Up (50%)			

Blazing Stars

A high-speed series of five strikes that hits higher with each thrust.

SC	19	Hits	5
Stun (5%)			

Pyre Light

Spins a flaming lance to attack in all directions.

SC	13	Hits	2
Arte Attack Up (50%)			

Sparrow Jive

Concentrates earth and wind mana into the caster’s spear, then releases it with a slash that binds enemies.

SC	24	Hits	5
Absorb HP (10%)			

Treble Strike

A swift triple lance thrust.

SC	7	Hits	3
Stun (5%)			

Elemental Clash

Creates a searing gout of steam by following up a frigid slash with a fiery return.

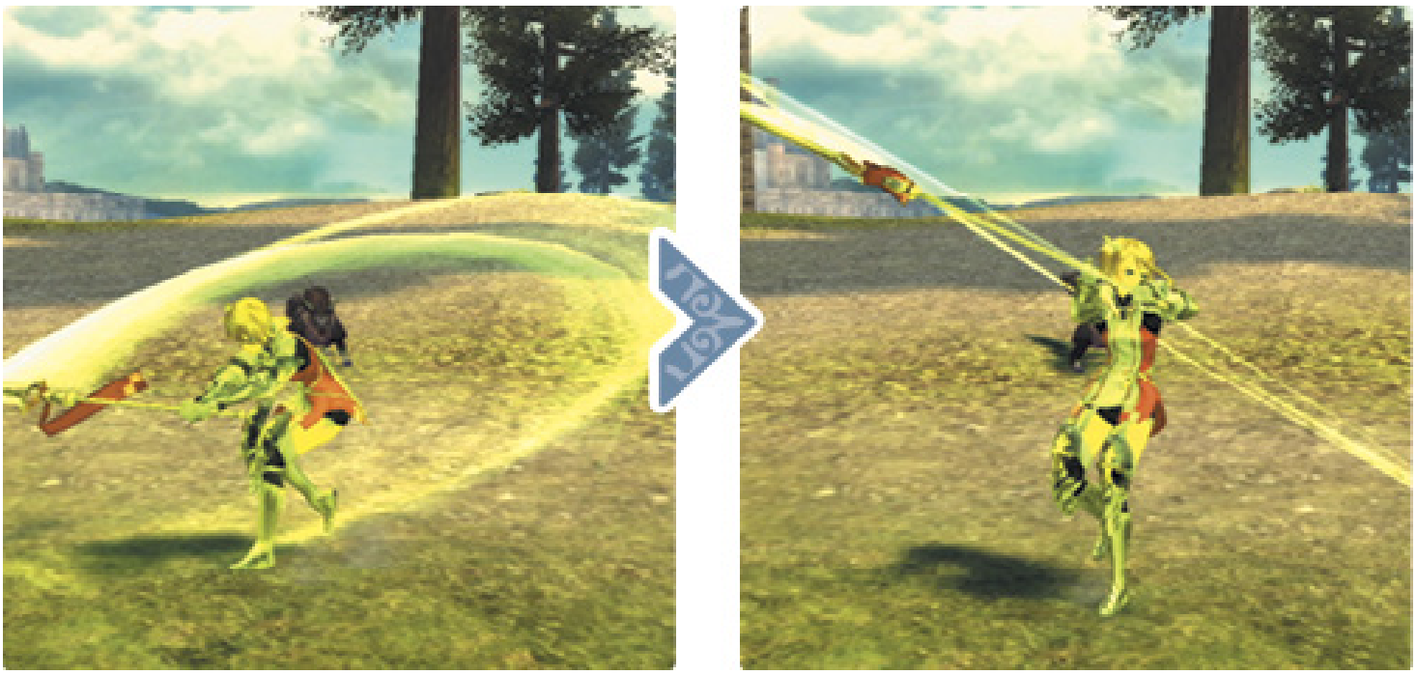
SC	30	Hits	6
Stun (5%)			

HIDDEN ArteS

Demon Fang

Fires off a projectile with the force of the lance’s blade. Though traditionally a sword arte, a lance-wielder with enough talent can invoke it as well.

SC	12	Hits	1
Stun (5%)			



Rondo of Light

A deadly dance that strikes surrounding enemies with a hail of lance flurries.

SC	26	Hits	2
Attack Down (20%)			

Skewering Spear

A thrusting attack that uses the full potential of the lance’s reach, able to travel over a long range. Higher hidden arte of Demon Fang.

SC	14	Hits	1
Focus Down (20%)			

Flames of Light

With a high-speed slash powerful enough to cut through steel, the caster produces a heat wave to mow down nearby enemies. Higher hidden arte of Rondo of Light.

SC	36	Hits	6
Stun (5%)			

Spinning Top

Thrusts a lance into the ground, then spins around it to deliver an unstoppable kick.

SC	17	Hits	2
Down (25%)			

Thunderclap

Dodges enemies with a leap, then catches a bolt of lightning with the lance to slam down a blade of thunderous fury.

SC	22	Hits	4
Arte Defense Down (20%)			

Frozen Starlight

A ferocious hidden arte in which the caster rises with a spinning slash, then descends with an icy downward drive to produce frigid blossoms. Higher hidden arte of Spinning Top.

SC	22	Hits	4
Stun (5%)			

Cloud Concentration

Focuses every ounce of the caster's strength to drive a lance into the ground and fill the earth with heat, restoring health to the caster and surrounding allies. Higher hidden arte of Thunderclap.

SC	40	Hits	3
HP Recovery (100%)			

Mystic Arte	
LIGHT BLAST	Non-Elemental

A mystic arte that drives a flurry of myriad thrusts into a lifted enemy. During a combo in normal state at BG3 or higher, press and hold + **R2** to activate.

BG	3	Hits	13

AZURE APOCALYPSE	Non-Elemental

A mystic arte that could pierce the heavens, imbued with the glimmers of absolute conviction. After a 4-hit combo in normal state at BG5 or higher, press and hold + **R2** to activate.

BG	5	Hits	22

SOULSTOKE CELEBRATION	Non-Elemental

To activate, hold down + **R2** during a 50-hit or higher combo while at BG4 or higher. (Can only be used once per battle.)
*DLC Mystic Arte

BG	4	Hits	15

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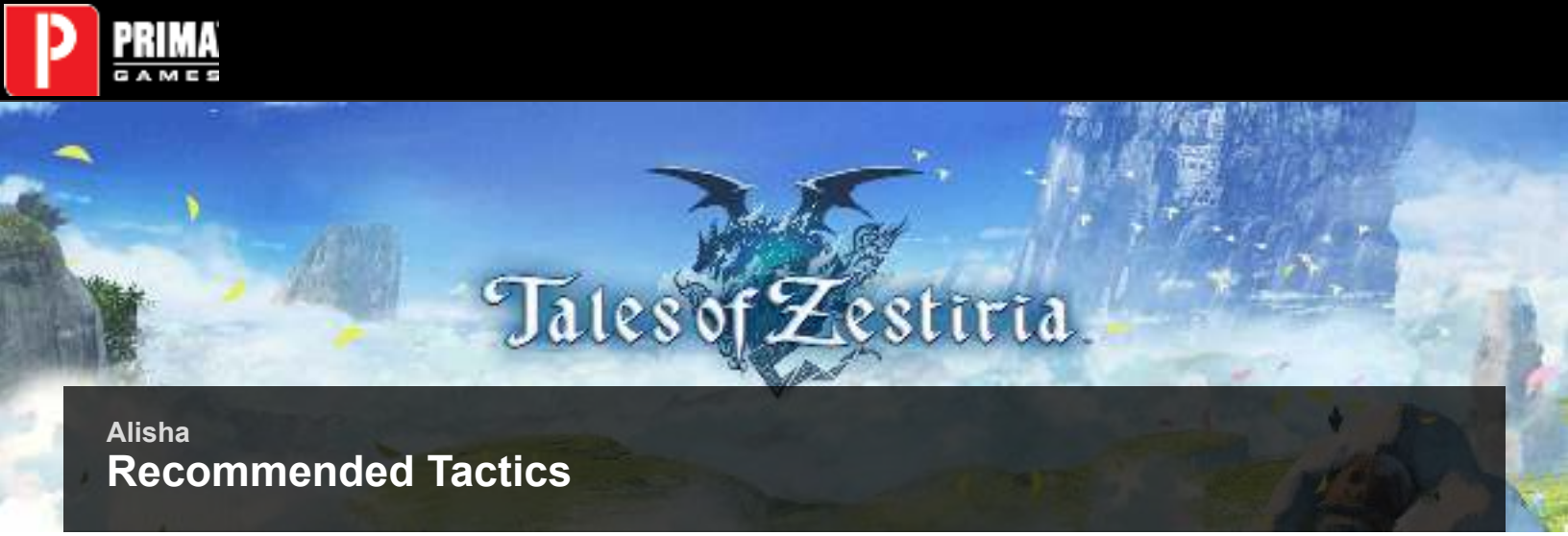

Alisha

Recommended Tactics

Alisha generally manages to hold her own in battle against other humans, but because she cannot master the armatus, her capabilities are limited when it comes to stronger hellion battles. It's probably for the best that she doesn't stay with the party the entire game, since many of the more difficult battles are nearly impossible without the use of armatization. Still, this knight has a few tricks up her sleeve, and she can be a great help in battle once you know how to work around her limits.

While she has a tendency to be easily overwhelmed due to her slow recovery speed after attacking, she has some great moves that displace enemies and move her across the battlefield to combat this weakness. Spinning Top is incredibly useful when surrounded, delivering powerful blows all around that knock enemies down. Skewering Spear can drive through multiple foes in front of her, and Dragon Floret juggles even dangerous dragon-type enemies up in the air to leave them open to additional attacks from allies. Like Sorey, Alisha has a wide range of different elemental attacks, so take note of enemy weaknesses and be sure to utilize the best artes for the job.

Unless you are playing the Alisha's Story DLC, you probably won't get a chance to see her Mystic Artes, since unfortunately Mystic Artes are not introduced in the game until after Alisha leaves your party. However, if you are playing in New Game + mode or enjoying the Alisha's Story DLC, you will likely find her Mystic Artes incredibly useful. Because she cannot armatize, you will need to utilize her Mystic Artes fairly often to make up for the damage difference between herself and her Shepherd. Luckily, she has both BG3 and BG4 Mystic Artes, so you'll be able to use them multiple times within a single battle if you want to. Don't forget to equip her with gear that has stacked BG increase boosts so that she builds up her BG quickly. If you have any equipment with the Axcell skill to reduce the BG cost of Mystic Artes, that is very useful as well!

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Rose
Base Stats

HP	530
Attack	50
Arte Attack	40
Defense	30
Arte Defense	40
Focus	40

Equipment

Weapons (1)	Short Swords
Weapons (2)	Short Swords
Armor	Women's Armor
Rings	Rings
Footwear	Shoes / Women's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Item Ordering	Select a Rank 3 or higher Weaponsmith's Shop and increase availability of specified item.
Luring	Designate a previously-defeated foe, and that foe will be more likely to appear in battle.
Stealthy Feet	With stealthy footsteps, you can sneak up on noise-sensitive foes unawares.

Fight Style Description

Rose's fighting style is swift and crafty. Her distinguishing characteristic is her ability to equip two weapons at once, and this can be an interesting factor to consider when fusing skills for her weaponry. Rose dual-wields daggers, allowing her to attack with a flurry of strikes.

She is an excellent close-combat fighter, and her strength in both physical attacks and offensive artes is bolstered by a powerful mastery of the battleground. Utilize artes that allow you to set traps for unwitting foes, and then stand back and watch the damage happen, striking hard once you've created an opening. In tandem with Sorey's, use Rose's aerial combos to juggle foes in the air and push the attack relentlessly, or to swat flying enemies out of the sky.

Personal Description

Rose is a member of the Sparrowfeathers, a successful traveling merchant guild, but this guise is really a cover for the assassin group she leads: Scattered Bones. Rose has the carefree personality of a nomad, and her bright demeanor reflects a fundamentally honest and forthright nature, even though she has to hide her true profession. Her strong sense of honor and justice gives her the resolve to stand by her convictions with all her strength. A naturally high resonance and unwavering sense of self make Rose an ideal Squire for Sorey.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	1
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

CHAIN BLAST			
SC	200	Hits	2
Effect	SC Recovery (10%)		

Martial Artes Chart

LS + ●	Driving Thorn -->	Fulgurant Cross -->	Arclight -->	Lightning Crash
LS ↑ ↓ + ●	Vermilion Flash -->	Cleaver -->	Thousand Swords -->	Dagger Storm
LS ← + ●	Vermilion Flash -->	Howling Fang -->	Energy Geyser -->	Nova Burst
LS → + ●	Vermilion Flash -->	Double Demon Fang -->	Asura Edge -->	Esper Dream

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Rose

Martial Artes

Driving Thorn

A martial arte comprised of two quick short sword slashes.

SC	5	Hits	2
Stun (5%)			

Thousand Swords

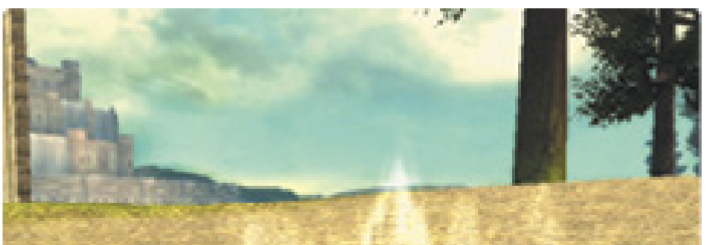
A swift series of thrusts with both short swords.

SC	12	Hits	4
Stun (5%)			

Vermilion Flash

A quick short sword slash that gives off sparks. Attack direction can be changed based on the direction that you move the left stick.

SC	4	Hits	1
Arte Attack Up (50%)			



Energy Geyser

Drives short swords into the ground to create a barrier of heat.

SC	10	Hits	3
Absorb SC (15%)			

Fulgurant Cross

A step followed by a diagonal cross slash.

SC	6	Hits	2
Stun (5%)			

Asura Edge

A triple cross-slash with both short swords that moves faster than the naked eye can see.

SC	14	Hits	6
Stun (5%)			

Cleaver

A slide followed by a fluid spin kick that creates space while moving in.

SC	9	Hits	3
Defense Up (50%)			

Lightning Crash

A rapid lunge accompanied by a lightning attack. Circles around to an enemy's back when used in close combat.

SC	9	Hits	1
Stun (5%)			

Howling Fang

A swift crossed attack with both short swords that unleashes a wide vacuum wave in front of the caster.

SC	10	Hits	3
Focus Up (50%)			

Dagger Storm

A short-sword attack that excels the speed of Thousand Swords, unleashing a merciless flurry of attacks.

SC	19	Hits	8
Absorb HP (10%)			

Double Demon Fang

A flurry of slashes with both short swords, the force of which unleashes projectiles that move diagonally outwards.

SC	13	Hits	4
Attack Up (50%)			

Nova Burst

A series of flashing thrusts that alternate between light and darkness, spreading in a fan shape.

SC	16	Hits	3
Stun (5%)			

Arclight

An arcing four-step sweep.

SC	10	Hits	4
Stun (5%)			

Esper Dream

Cleaves a crest into foes, which then materializes into a follow-up attack.

SC	22	Hits	4
Defense Up (50%)			

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Tales of Zestiria

Rose

Hidden Artes

Raging Tide

A hidden arte that uses the left short sword to strike with a torrent of water, then cuts through it with a slash to the left.

SC	8	Hits	3
Arte Defense Down (20%)			

Glimmer Dragon

A hidden arte in which a downwards dive kick is followed by an overhead swing with a mana-forged crescent blade. When used in a combo with aerial moves, it can be instantly triggered.

SC	10	Hits	1
Stun (5%)			

Frozen Shade

An icy spin attack that slashes to the right with a frozen blade. Higher hidden arte of Raging Tide.

SC	12	Hits	3
Stun (5%)			

Dream Slasher

Performs a downwards dive kick, then throws six short swords formed of mana. Can be used in aerial combos. Higher hidden arte of Glimmer Dragon.

SC	22	Hits	2
Focus Down (20%)			

Deathblooma

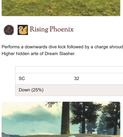
A horizontal crossing slash that scatters petals of blood. Higher hidden arte of Frozen Shade.

SC	26	Hits	6
Arte Attack Down (30%)			

Rising Phoenix

Performs a downwards dive kick followed by a charge shrouded in the flames of the phoenix. Can be used in aerial combos. Higher hidden arte of Dream Slasher.

SC	32	Hits	5
Down (25%)			



Fang Blade

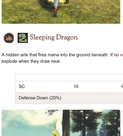
A hidden arte that slashes an enemy, then follows up with a rising blade. Can combo with other aerial combo moves.

SC	7	Hits	2
Stun (5%)			

Sleeping Dragon

A hidden arte that fires mana into the ground beneath. If no enemies are nearby, it will not activate immediately, but will explode when they draw near.

SC	10	Hits	2
Defense Down (20%)			



Lightning Tiger Blade

A rising slash accompanied by a lightning attack, followed by a downward swing. Can be used in mid-air combos. Higher hidden arte of Fang Blade.

SC	13	Hits	4
Stun (5%)			

Shining Mirror

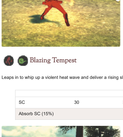
Creates a frontal mana shield that shines with a watery shimmer. Though not powerful, it can block enemy projectiles. Higher hidden arte of Sleeping Dragon.

SC	14	Hits	1
Arte Defense Down (20%)			

Blazing Tempest

Leaps in to whip up a violent heat wave and deliver a rising slash. Higher hidden arte of Lightning Tiger Blade.

SC	30	Hits	6
Absorb SC (15%)			



Burrowing Dragon

Fires mana into the ground in front of and behind the caster. Enemies that trigger the traps are sent high into the air, allowing both sides to be hit with a variety of combos. Higher Hidden arte of Shining Mirror.

SC	19	Hits	4
One-Shot (0.5%)			

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Rose

Mystic Artes

JADE LUMINESCENCE	Non-Elemental

A mystic arte that unleashes a stunning sword dance. During a combo in normal state at BG3 or higher, press and hold + **R2** to activate.

BG	3	Hits	8

CROWN OF TORMENT	Non-Elemental

A mystic arte that fires blades toward the enemy in every direction. After a 4-hit combo in normal state at BG5 or higher, press and hold + **R2** to activate.

BG	5	Hits	18

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Rose

Recommended Tactics

Rose is a match for Sorey in fighting speed and power. Stack skills on her twin blades to maximize status effects, and she'll be inflicting ailments left and right. Once she's dashed in and sliced up some openings, hang back and set traps such as Sleeping Dragon and Burrowing Dragon, and position Rose behind the traps to coax enemies right into them. Her speed and cunning nature is reflected in many of her artes, including Lightning Crash, which allows her to automatically circle around behind an enemy when in close quarters—an attack with built-in defense properties!

Her aerial combos are a sight to behold, and several of her airborne attacks can be unleashed one after another to smoothly lengthen combos. The nice thing about aerial combos is that they not only tend to stagger foes, but they also keep the assassin safely in mid-air for the duration of the combo, allowing her to avoid many lower-range attacks from other enemies. Use these skills to dart in close enough to strike, and distance Rose from her enemies when under attack, and this assassin becomes an untouchable wave of death on the battlefield.

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Mikleo
Base Stats

HP	580
Attack	40
Arte Attack	40
Defense	35
Arte Defense	55
Focus	25

Equipment

Weapons	Staffs
Accessories	Circlets
Armor	Men's Armor
Rings	Rings
Footwear	Shoes / Men's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Remedy Preparation	Recreates previously discovered gel/bottles.
Windstepping	After winning a battle or eavesdropping on townsfolk, movement speed is boosted for 30 seconds.
Treasure Detection	Detect nearby treasure chests and herbs.

Fight Style Description

Mikleo mastered fighting with staffs during his youth, practicing constantly by facing off against Sorey in friendly competition. Complementing his sensible nature, Mikleo balances his close-combat weapon proficiency with a bevy of water artes, as well as a solid foundation in healing artes. His fighting style is well-rounded, boasting martial and hidden artes that are effective at all distances. Mikleo's high arte defense helps him square off against other casters, staying safe when he provides support from a distance with his restorative artes. Keep an eye on his SC level to make sure he has enough available if healing is needed, and make sure no enemies interrupt his casting when he's trying to patch up someone in the party.

Personal Description

A water seraph and childhood friend of Sorey who shares his love for ancient ruins. He is the first seraph to become Lailah's Sub Lord. He bickers with Sorey a lot, but cares about him deeply. His Divine Artifact is a bow.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	2
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

CHAIN BLAST			
SC	200	Hits	1
Effect	SC Recovery (10%)		

Martial Artes Chart

LS +	Water Blast -->	Rending Torrent -->	Rising Geyser -->	Frigid Sever
LS ↑ ↓ +	Turning Peak -->	Lunar Strain -->	Torrent Fang -->	Hexa Strike
LS ← +	Turning Peak -->	Moonlight Circle -->	Spiral Strike -->	Misty Reef
LS → +	Turning Peak -->	Moonlight Circle -->	Spiral Strike -->	Misty Reef

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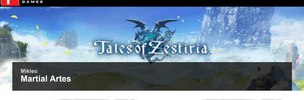


Mikleo

Martial Artes

Water Blast

Fires a shot of water with limited range. A useful opener for mid-range attacks.

SC	5	Hits	1
Stun (5%)			

Torrent Fang

Creates a torrent of water from the point of impact, then follows up with a blade of water.

SC	11	Hits	4
Absorb SC (15%)			

Turning Peak

Uses staff to divert enemies. Attack direction can be changed based on the direction that you move the left stick.

SC	4	Hits	1
Stun (5%)			

Spiral Strike

A spinning staff attack that sweeps up nearby enemies and sends them flying.

SC	13	Hits	3
Absorb HP (10%)			

Rending Torrent

Creates a round, spinning water blade that pulls in enemies that get caught up in it.

SC	6	Hits	2
Stun (5%)			

Frigid Sever

Rapidly freezes the surrounding moisture, imbuing the caster's staff with cold before striking with an ice-forged blade.

SC	11	Hits	2
Stun (5%)			

Lunar Strain

Charges in with a spinning staff attack.

SC	9	Hits	4
Attack Up (50%)			

Hexa Strike

Uses centrifugal force to strike six times with a staff.

SC	16	Hits	6
Focus Up (50%)			

Moonlight Circle

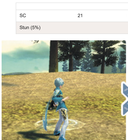
Unleashes a strike inspired by the curvature of a full moon reflected on the water's surface. Effective on surrounding enemies.

SC	11	Hits	2
Arte Defense Up (50%)			

Misty Reef

Concentrates heat into the caster's staff and combines it with a water-imbued strike to release steam from the ground.

SC	21	Hits	2
Stun (5%)			



Rising Geyser

Lifts enemies with a torrent of water summoned from the ground in front of the caster.

SC	10	Hits	2
Stun (5%)			

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Mikleo

Seraphic Artes

Twin Flow - 1.33 secs

A seraphic arte that unleashes twin torrents of water from a spinning staff to attack foes. Water-based artes have a chance of inflicting Poison.

SC	10	Hits	2
Poison (5%)			

Splash - 2.33 secs

Pours a watery torrent down onto a target, then surrounds it with a downpour. Higher seraphic arte of Ice Reaver.

SC	18	Hits	3
Stun (5%)			

Freeze Lancer - 2.33 secs

Emits a radial blast of five ice spears. Higher seraphic arte of Twin Flow.

SC	14	Hits	3
Poison (6%)			

Violet Storm - 4 secs

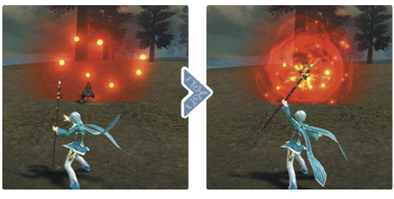
Scatters freezing blue petals and burning red petals, creating a storm that sweeps up enemies over a wide area. Higher seraphic arte of Splash.

SC	26	Hits	7
Stun (5%)			

Aqua Serpent - 3.67 secs

Summons intertwined water serpents that pierce through enemies within an area in one fell swoop. Higher seraphic arte of Freeze Lancer.

SC	19	Hits	5
Poison (7%)			



Mindflayer - 2.67 secs

Deals non-elemental damage to a single enemy. Has a chance of inflicting Paralysis and steals the Arte Attack Up effect from the enemy.

SC	12	Hits	2
Paralysis (5%), Steal Arte Attack (100%)			

Ice Reaver - 1.47 secs

A seraphic arte that summons icy blades on both sides of the target to slice them through with a crossing slash.

SC	12	Hits	2
Stun (5%)			

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Mikleo

Healing Artes

Resilient Aid - 2.67 secs

Heals an ally's HP and temporarily increases their Arte Defense. Restoration artes are affected by the caster's Arte Attack and the target's Arte Defense.

SC	30	Hits	1
HP Recovery (100%), Arte Defense Boost (100%)			

Purity Heal - 4.67 secs

Restores a moderate amount of HP to an ally and removes Poison and Paralysis. Higher restoration arte of Resilient Aid.

SC	42	Hits	1
HP Recovery (100%), Remove Paralysis (100%), Remove Poison (100%)			

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Mikleo

Mystic Artes

CRYSTAL ROD	Water

A mystic arte that fires water missiles, culminating in a powerful finishing strike. During a combo in normal state at BG3 or higher, press and hold ● + **R2** to activate.

BG	3	Hits	4

RIME SLAUGHTER	Earth Water

A mystic arte that combines a flurry of attacks using a torrent of water and an ice-forged blade. After a 4-hit combo in normal state at BG5 or higher, press and hold ● + **R2** to activate.

BG	5	Hits	14

FINAL PLAYER	Water

To activate, hold down ● + **R2** when in normal state during a 50-hit or higher combo while at BG4 or higher. (Can only be used once per battle.) *DLC Mystic Arte

BG	4	Hits	16

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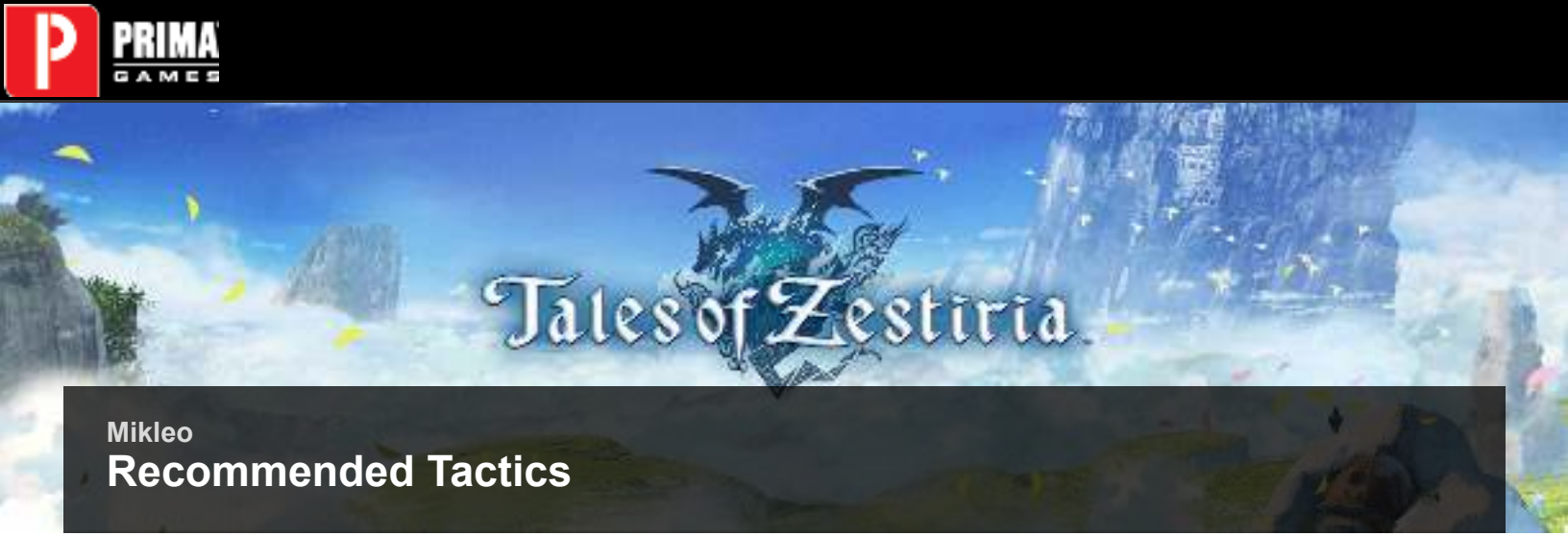

Mikleo

Recommended Tactics

Even though he is a caster, Mikleo is just as comfortable getting down and dirty in close combat with his staff. Many of his martial artes involve improving on his staff strikes, imbuing his weapon with water-based properties to enhance the power of a physical attack. His seraphic artes, on the other hand, work best at long range. When capitalizing on his water-element attacks, keep to the edges of the battle zone and utilize ranged attacks that often can be positioned to hit multiple targets.

Keep an eye on Mikleo's SC, and be sure to defend and restore SC often. The water seraph has two very useful restorative artes that you will no doubt want to take advantage of during difficult battles to restore HP while also removing ailments and boosting defense. Sometimes waiting for the item meter to run down just takes too long when someone is low on HP and also afflicted with an ailment, so remember to keep Mikleo's SC high so you can rely on him when you're in a pinch.

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Tales of Zestiria

Lailah
Base Stats

HP	510
Attack	30
Arte Attack	55
Defense	25
Arte Defense	45
Focus	45

Equipment

Weapons	Papers
Accessories	Tiaras
Armor	Women's Armor
Rings	Rings
Footwear	Shoes / Women's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Fusion	Build up fusion points over time, then use them to fuse equipment of the same name.
Health Maintenance	Steadily recover HP while moving. It will also alert you when someone's HP is significantly low.
Normin for the Win	Detect previously-undiscovered normin nearby.

Fight Style Description

What she lacks in speed she makes up in grace, timing her attack flows together. Lailah is vulnerable in close-combat, but possesses an impressive arsenal of ranged artes. She fights best when positioned away from the fray or dashing quickly in and out, casting powerful seraphic artes that set her opponents ablaze. She shines on the battlefield by overpowering enemies and relentlessly pushing her attacks once they're at a disadvantage.

Personal Description

A fire seraph, the Lady of the Lake is the Shepherd's Prime Lord. Like she has done with Shepherds before him, Lailah serves as Sorey's guide and advisor throughout his journey. An oath keeps her from divulging too much information about her past, so she'll say puns or unrelated things instead. She is kind and thoughtful, but not above teasing her friends. Her Divine Artifact is a sword.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	4
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

CHAIN BLAST			
SC	200	Hits	2
Effect	SC Recovery (10%)		

Martial Artes Chart

LS + ●	Flicker Flame -->	Infernal Path -->	Fire Cavort -->	Phoenix Flight
LS ↑ ↓ + ●	Lingering Ember -->	Burning Wings -->	Twisting Dragon -->	Tinder Doll
LS ← + ●	Lingering Ember -->	Phoenix Triad -->	Blaze Waltz -->	Mad Waltz
LS → + ●	Lingering Ember -->	Phoenix Triad -->	Blaze Waltz -->	Mad Waltz

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Tales of Zestiria

Lailah

Martial Artes

Flicker Flame

Produces fire from a fistful of paper. Attack triggers relatively quickly.

SC	4	Hits	2
Stun (5%)			

Twisting Dragon

Scatters a line of papers that erupt into flames like a dragon's breath.

SC	13	Hits	4
Down (25%)			

Lingering Ember

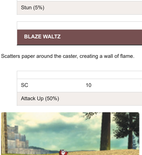
Scatters several pieces of paper which burn after a delay. Attack direction can be changed based on the direction that you move the left stick.

SC	6	Hits	1
Stun (5%)			

BLAZE WALTZ

Scatters paper around the caster, creating a wall of flame.

SC	10	Hits	4
Attack Up (50%)			



Infernal Path

Scatters paper on the ground which erupts into flames after a delay. Can draw in enemies that are further away.

SC	8	Hits	2
Stun (5%)			

PHOENIX FLIGHT

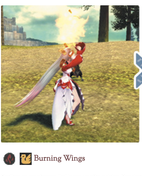
Throws a paper airplane that after a delay, erupts into flames like a phoenix and pierces through enemies.

SC	12	Hits	1
Stun (5%)			

Burning Wings

Scatters an arc of paper that burns up after a delay. Can damage enemies behind the caster as well.

SC	8	Hits	2
Arte Attack Up (50%)			



Tinder Doll

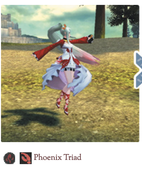
Creates a paper puppet that attacks with a flaming uppercut. Though it cannot be linked into a combo, the caster can act before it activates.

SC	16	Hits	3
Absorb HP (10%)			

Phoenix Triad

Throws paper forward in three directions, which burn up after a delay.

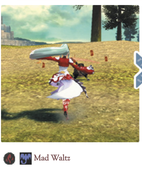
SC	10	Hits	3
Defense Up (50%)			



Mad Waltz

A horizontal sweep that scatters countless pieces of paper, which then erupt into a blazing hellfire.

SC	22	Hits	4
Focus Up (50%)			



Fire Cavort

Scatters many pieces of paper to conjure up a tower of flame, sending enemies flying.

SC	6	Hits	3
Stun (5%)			

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Tales of Zestiria

Lailah

Seraphic Artes

Pyrogenic Ring - 1.33 secs

A seraphic arte focused around the caster that surrounds them with steam.

SC	10	Hits	1
Down (25%)			

Burning Strike - 2.33secs

Fires a volley of three burning shots that create huge explosions on the ground. Higher seraphic arte of Photon Blaze.

SC	19	Hits	6
Focus Down (20%)			

Blitz Bomb - 2.33 secs.

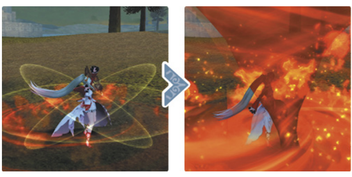
Invokes a storm of explosions around the caster. Higher seraphic arte of Pyrogenic Ring.

SC	14	Hits	5
Burn (6%)			

Photon Burst - 3.33 secs

Fires a flaming shot that creates a massive explosion if it hits an enemy. Higher seraphic arte of Burning Strike.

SC	26	Hits	5
Burn (7%)			



Flare Fortex - 3.33 secs

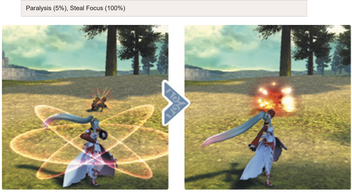
Creates a firestorm around the caster. Higher seraphic arte of Blitz Bomb.

SC	19	Hits	7
Absorb SC (15%)			

Spirit Cage - 2.67 secs

Deals non-elemental damage to a single enemy. Has a chance of inflicting Paralysis and steals the Focus Up effect from the enemy.

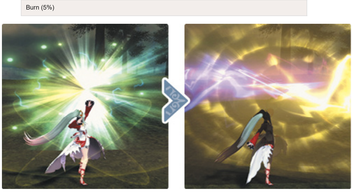
SC	12	Hits	2
Paralysis (5%), Steal Focus (100%)			



Photon Blaze - 1.33 secs

Blasts the enemy's locations with a blazing impact. Fire artes have a chance of inflicting Burn.

SC	13	Hits	1
Burn (5%)			



Lightning Blast - 4 secs

Scatters lightning in a line in front of the caster. As one of the most secret artes outside the realm of fire-elemental artes, its damage differs significantly over long distances.

SC	29	Hits	3
Stun (5%)			

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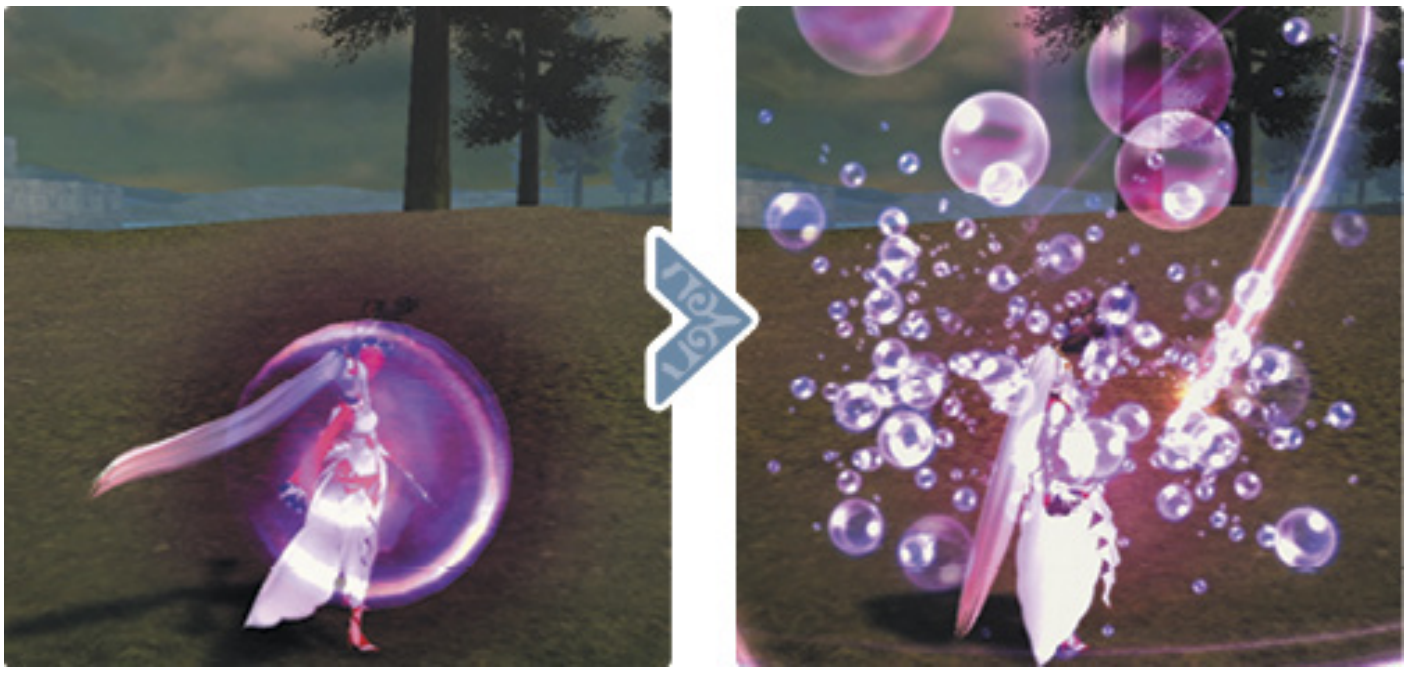
Lailah

Healing Artes

Imbuement - 2.5 secs

Restores HP and SC to an ally and temporarily increases their Arte Attack.

SC	30	Hits	1
HP Recovery (100%), SC Recovery (100%), Arte Attack Boost (100%)			



Refresh - 4.67 secs

Restores HP and SC and heals Burn for allies in the area of effect. Higher seraphic arte of Imbuement.

SC	41	Hits	1
HP Recovery (100%), SC Recovery (100%), Remove Burn (100%)			

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Lailah

Mystic Artes

CONCERTO INFERNUS	Fire

A mystic arte that scatters a burst of paper and sets it alight to create a massive conflagration. During a combo in normal state at BG3 or higher, press and hold + **R2** to activate.

BG	3	Hits	6

PRIMAL EMBRACE	Fire

A mystic arte that releases a bundle of paper to create a swirling vortex of fire. After a 4-hit combo in normal state at BG5 or higher, press and hold + **R2** to activate.

BG	5	Hits	13

SILENT APOCALYPSE	Non-Elemental

To activate, hold down + **R2** when in normal state during a 50-hit or higher combo while at BG4 or higher. (Can only be used once per battle.) *DLC Mystic Arte

BG	4	Hits	4

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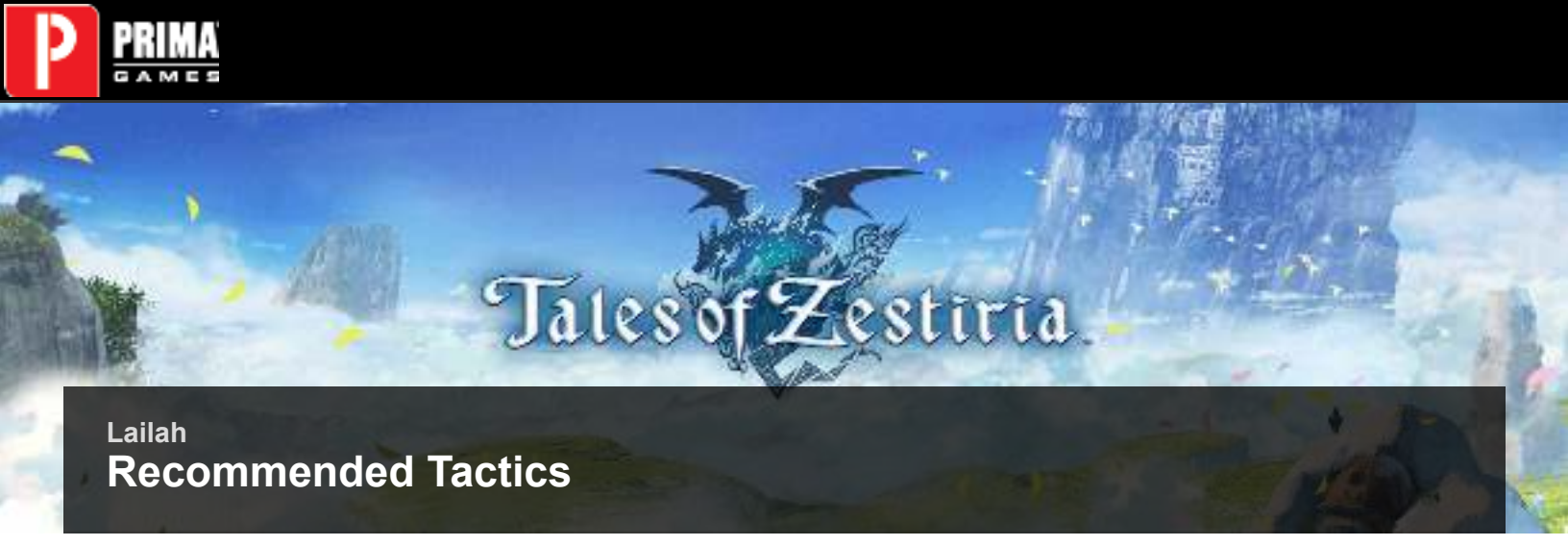

Lailah

Recommended Tactics

Lailah excels at casting wide-area attacks that damage multiple targets and inflict status ailments—particularly Burn. Equip her with stacked Sheeld skills when possible, allowing her to cast seraphic artes uninterrupted even when under direct attack by enemies. Then, stay out of the line of enemy fire as much as possible, and use ranged attacks such as Photon Burst and Spirit Cage. When enemies get too close, Blitz Bomb and Flare Vortex will punish nearby foes, provided Lailah's casting isn't interrupted.

When faced with slower enemies that are easy to evade, or enemies that simply will not allow uninterrupted casting, Lailah's martial artes are useful for simultaneously dealing fiery damage and stunning enemies or boosting Lailah's stats. The idea is to stun nearby foes so that you can get out of range, or temporarily boost your stats if you can't escape fast enough.

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Edna
Base Stats

HP	480
Attack	25
Arte Attack	50
Defense	60
Arte Defense	40
Focus	30

Equipment

Weapons	Umbrellas
Accessories	Hairbands
Armor	Women's Armor
Rings	Rings
Footwear	Shoes / Women's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Fusion	Build up fusion points over time, then use them to fuse equipment of the same name.
Money Finding	Find gald simply by wandering the streets of towns. Splurging a bit might bring you good luck!
Normin for the Win	Detect previously-undiscovered normin nearby.

Fight Style Description

Edna is an umbrella-wielding tank, able to take the brunt of enemy damage and keep control of the battlefield with defense-shattering heavy attacks. She can use her umbrella at close range, but is best suited at longer distances, with a good selection of artes meant to reach long-range enemies or toss close-range enemies across the battlefield. Her martial artes will do in a pinch or when you just need to unbalance your enemies, but her real power lies in her seraphic artes. Utilize seraphic artes that have a time-delay trigger tied to the number of hits, pummel your foes without mercy, and create openings for the rest of the party to continue racking up damage.

Personal Description

An earth seraph with a dry sense of humor, Edna is pessimistic and generally annoyed by all things, especially humans. Edna agrees to follow Sorey in order to save her brother, Eizen, who was corrupted by malevolence and became a dragon. She enjoys teasing Mikleo, as well as coming up with puns. Her Divine Artifact is a gauntlet.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	2
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

Chain Blast

CHAIN BLAST			
SC	200	Hits	3
Effect	SC Recovery (10%)		

Martial Artes Chart

LS +	Fair Weather Thrust -->	Rainbow Bolt -->	Raining Gravity -->	Hailing Downpour
LS ↑ ↓ +	Sunshine Swing -->	Rainy Punt -->	Stormy Rain -->	Weather Vane
LS ← +	Sunshine Swing -->	Cloudy Swirl -->	Snowy Fall -->	Petal Whirlwind
LS → +	Sunshine Swing -->	Cloudy Swirl -->	Snowy Fall -->	Petal Whirlwind

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Edna

Martial Artes

Fair Weather Thrust

Jabs enemies by extending the handle of a closed umbrella. A good opener for a combo starting from a distance.

SC	5	Hits	1
Stun (5%)			

STORMY RAIN

A frontal charge with an open, spinning umbrella. Allows the caster to advance while ignoring projectiles.

SC	15	Hits	6
Absorb HP (10%)			

Sunshine Swing

Swings a closed umbrella. Attack direction can be changed based on the direction that you move the left stick.

SC	4	Hits	1
Stun (5%)			

Snowy Fall

Hovers gently in the sky with the umbrella, spinning it to scatter mana projectiles.

SC	17	Hits	4
Defense Up (50%)			

Rainbow Bolt

Concentrates mana into the caster's umbrella, then opens the umbrella to discharge.

SC	6	Hits	1
Stun (5%)			

Hailing Downpour

A triple volley fired from the umbrella.

SC	14	Hits	3
Stun (5%)			

Rainy Punt

Opens the umbrella to hover mysteriously in the air while delivering a double kick.

SC	9	Hits	4
Absorb SC (15%)			

Weather Vane

Jumps, then drives an open umbrella into the ground and spins.

SC	19	Hits	6
Absorb HP (10%)			

Cloudy Swirl

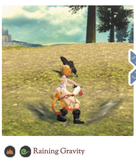
Performs a giant swing with a closed umbrella.

SC	11	Hits	2
Attack Up (50%)			

Petal Whirlwind

Swings the umbrella three times in an elegant dance.

SC	22	Hits	6
Focus Up (50%)			



Raining Gravity

Imbues umbrella with mana that creates a gravitational field, then opens the umbrella to release it.

SC	10	Hits	4
Stun (5%)			

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Tales of Zestiria

Edna

Seraphic Artes

Rock Lance - 1.33 secs.

A seraphic arte that impales foes with a rocky lance summoned from the ground. Earth artes have a chance to inflict Slow.

SC	10	Hits	1
Slow (5%)			

Gravitrigger - 2.33 secs.

Time-delayed arte. Activates in response to an enemy Edna attacks in a 20-hit or higher combo, creating a gravitational field. Higher seraphic arte of Rock Trigger.

SC	19	Hits	3
Absorb HP (10%)			

Air Pressure - 2.33 secs.

Creates a gravitational field to crush enemies. Higher seraphic arte of Rock Lance.

SC	14	Hits	4
Focus Down (20%)			

Quake Trigger - 3.33secs.

Time-delayed arte. Activates in response to an enemy Edna attacks in a 30-hit or higher combo, running them through with myriad rock lances. Higher seraphic arte of Gravitrigger.

SC	23	Hits	4
Defense Down (20%)			

Final Embrace - 3.33secs.

Traps enemies with a cold blast and seals them in a block of ice. Higher seraphic arte of Air Pressure.

SC	19	Hits	5
Slow (7%)			

Soul Syphon - 2.67secs.

Deals non-elemental damage to a single enemy. Has a chance of inflicting Paralysis and steals the Arte Defense Up effect from the enemy.

SC	12	Hits	2
Paralysis (5%), Steal Arte Defense (100%)			

Rock Trigger - 1.33secs.

Time-delayed arte. Activates in response to an enemy Edna attacks in a 10-hit or higher combo, piercing them with rocks.

SC	12	Hits	0
Slow (5%)			

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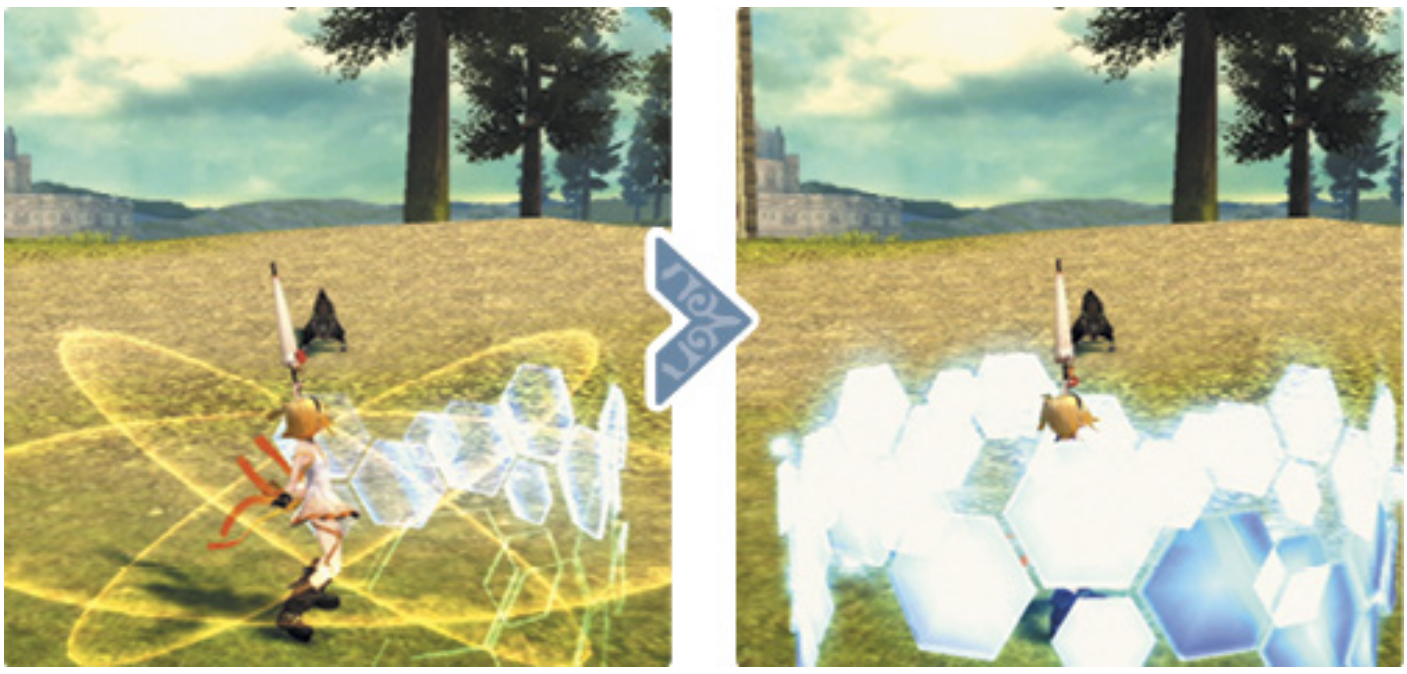
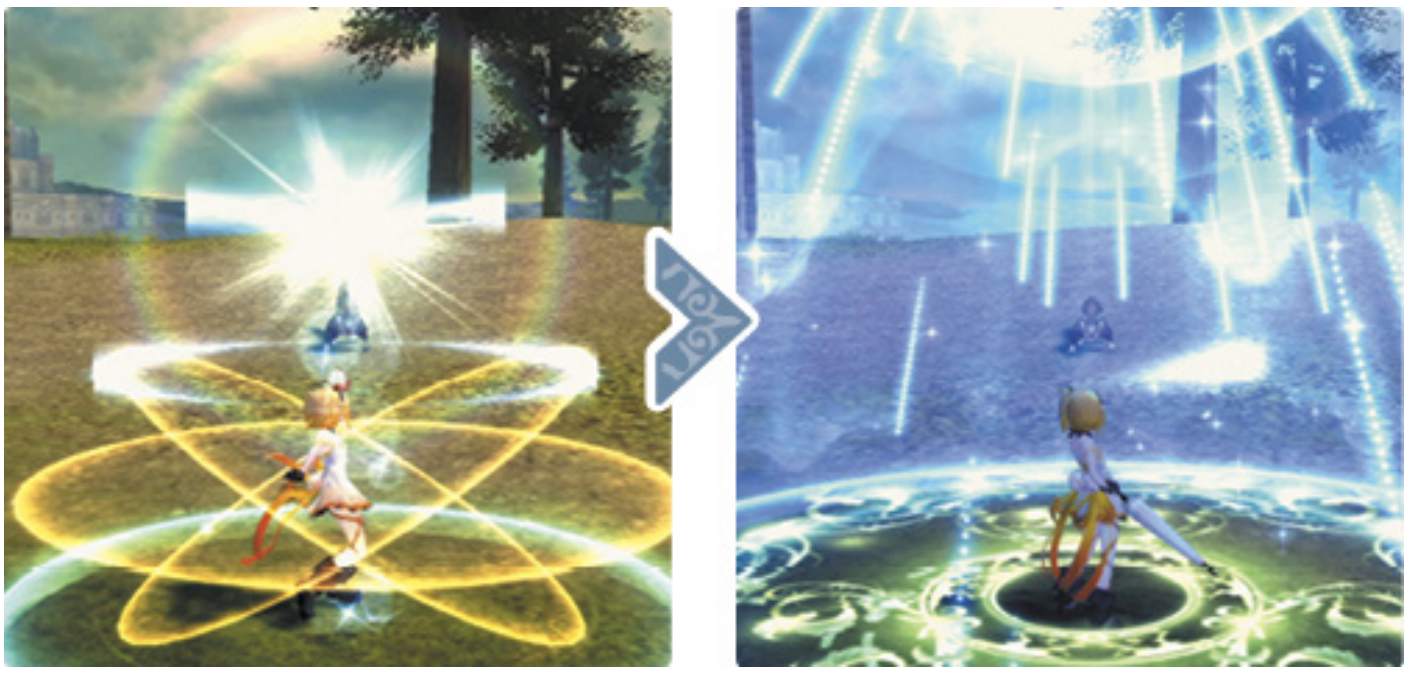
Edna
Healing Artes



BARRIER - 3.33 SECS.

Restores a small amount of HP to an ally and any other allies in a short range nearby, and temporarily increases Defense.

SC	34	Hits	1
HP Recovery (100%), Defense Boost (100%)			



Healing Circle - 5.33 secs.

Restores a moderate amount of HP to an ally and any other allies in a medium range nearby, and removes Slow. Higher seraphic arte of Barrier.

SC	50	Hits	3
HP Recovery (100%), Remove Slow (100%)			

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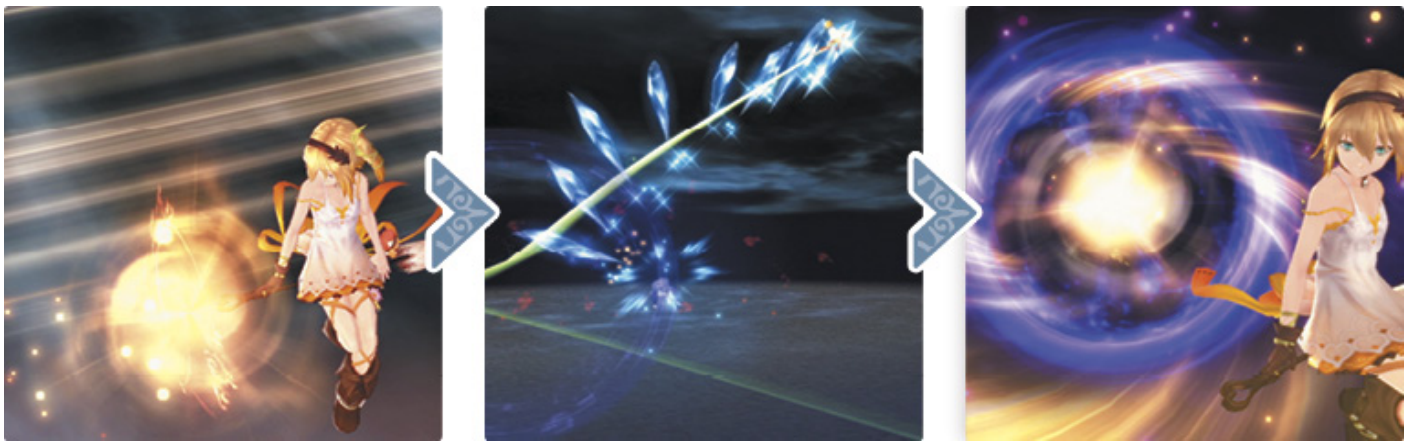
Edna

Mystic Artes

TERRA MINE	Earth

A mystic arte that levitates rocks from the earth and smashes them with a mana volley. During a combo in normal state at BG3 or higher, press and hold ● + **R2** to activate.

BG	3	Hits	3



SHOOTING STARS	Non-Elemental

A mystic arte that makes one wonder: is that something in the sky up there? After a 4-hit combo in normal state at BG5 or higher, press and hold ● + **R2** to activate.

BG	5	Hits	27

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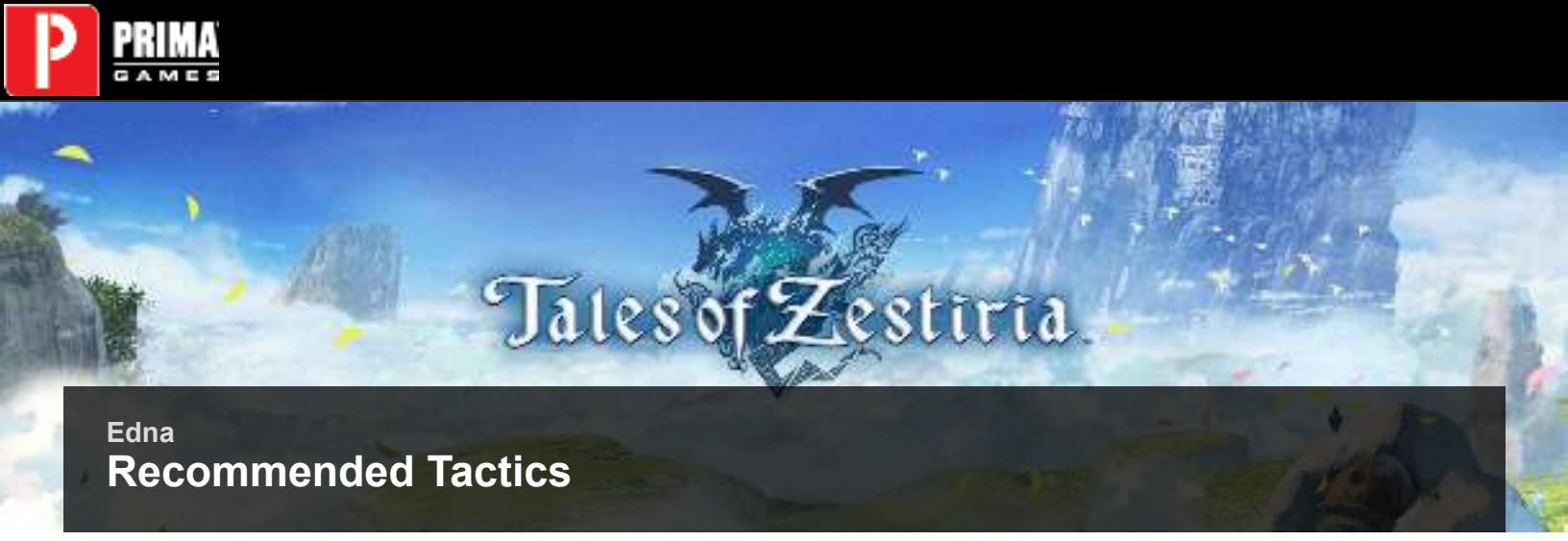

Edna

Recommended Tactics

Edna wields her umbrella like both a baton and a shield, and indeed, it can be used to attack or defend. Her martial artes focus on stunning and boosting her stats (including stealing HP and SC). Her movement is a bit slow, but once she gets into the groove of a good combo, she can keep up a string of attacks against a single enemy for quite some time. To make up for her own slow speed, many of her seraphic artes aim to inflict Slow on opponents, giving her a chance to escape for long enough to cast another powerful arte. Many of her lengthier artes are worth the wait because of their high hit counts and wide ranges, allowing Edna to deal multiple blows to multiple enemies with a single attack. As also suggested for Lailah, stacking Sheeld skills to give Edna multiple Iron Stances during casting can be a huge boon in battle, so fuse wisely!

Since Edna knows how dangerous being afflicted with Slow can be, her restorative arte Healing Circle not only restores HP to nearby allies, but also removes Slow. Like Mikleo's restorative artes, this comes in very handy when you don't have time to wait for item meters and you need to heal up an ally that is also Slowed.

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Dezel / Zaveid

Base Stats

HP	670
Attack	40
Arte Attack	25
Defense	45
Arte Defense	30
Focus	55

Equipment

Weapons	Pendulums
Accessories	Hats
Armor	Men's Armor
Rings	Rings
Footwear	Shoes / Men's Shoes

Support Talents

Snack Preparation	Make snacks to recover HP while on the move.
Luring	Designate a previously-defeated foe, and that foe will be more likely to appear in battle.
Windstepping	After winning a battle or eavesdropping on townsfolk, movement speed is boosted for 30 seconds.
Point of Interest Detection	Detect previously-undiscovered monoliths and discovery points nearby.

Fight Style Description

These powerful wind seraphs are versatile fighters that use pendulums like whips to keep enemies from getting too close. High attack and defense make these seraphs a powerful force in close quarters, as well as within the mid-range reach their pendulums afford. Quick and punishing martial artes at these ranges result in highly adaptable fighting styles. Their seraphic artes are slow and pack less of a punch, but tend to cover a large amount of distance in straight lines. These can be great for crowd control tactics with the right positioning.

Personal Description (DEZEL)

Betrayed and blinded, Dezel used Rose as a vessel for years, unbeknownst to her. Formerly allied with a band of mercenaries called the Windriders, he joins the Shepherd to gain power and exact his revenge. His Divine Artifact is a knife.

Personal Description (ZAVEID)

A cocky, careless, and vicious wind seraph with dubious allegiances. Zaveid has no problem killing hellions instead of purifying them, even if they were originally human, claiming that death is just another form of purification.

Battle Actions

Partner Blast

PARTNER BLAST			
SC	300	Hits	1
Effect	Stun (25%)		

Blow Blast

BLOW BLAST			
SC	500	Hits	1
Effect	Down (99.9%)		

Chain Blast

CHAIN BLAST			
SC	200	Hits	2
Effect	SC Recovery (10%)		

Martial Artes Chart

LS +	Disembling Snag -->	Simony Pellet -->	Regretful Thrust -->	Furious Snipe
LS ↑ ↓ +	Heresy Strike -->	High Strike -->	Constrictor -->	Magius
LS ← +	Heresy Strike -->	Anathema Force -->	Jealousy Cyclone -->	Deceiving Pummel
LS → +	Heresy Strike -->	Anathema Force -->	Jealousy Cyclone -->	Deceiving Pummel

SC	50	Hits	3

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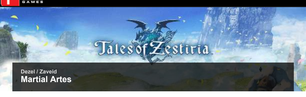


Dissembling Snag

Slings a pendulum forward and drags in any enemies it catches.

SC	5	Hits	2
Stun (5%)			

Constrictor

Teleports to an enemy, then while jumping back, releases a pendulum heat wave attack.

SC	12	Hits	3
Absorb SC (15%)			

Heresy Strike

A stinging pendulum sweep. Attack direction can be changed based on the direction that you move the left stick.

SC	6	Hits	1
Focus Up (50%)			

Jealousy Cyclone

Deft pendulum swings that whip up an overwhelming, advancing twister.

SC	16	Hits	1
Absorb HP (10%)			

Simony Pellet

Draws a circle in the air to materialize a rock, then launches it forward after a delay.

SC	7	Hits	2
Stun (5%)			

Furious Snipe

Powerfully slams both pendulums to send a rapid shockwave across the ground.

SC	10	Hits	2
Stun (5%)			

High Strike

Chops the ground with a driving knifehand strike. Can pick up downed enemies.

SC	9	Hits	1
Defense Up (50%)			

Magius

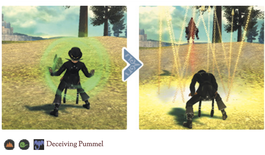
Draws a circle in the air to materialize six rocks, then launches them forward after a delay.

SC	18	Hits	0
Stun (5%)			

Anathema Force

Crosses left and right pendulums to fire a frontal shockwave.

SC	10	Hits	2
Stun (5%)			



Deceiving Pummel

Drives pendulums into the ground, instantly causing myriad chains to shoot from the earth and skewer enemies over a wide area.

SC	26	Hits	6
Absorb SC (15%)			

Regretful Thrust

Three whip-like pendulum swings that send a rock flying forward.

SC	8	Hits	3
Stun (5%)			

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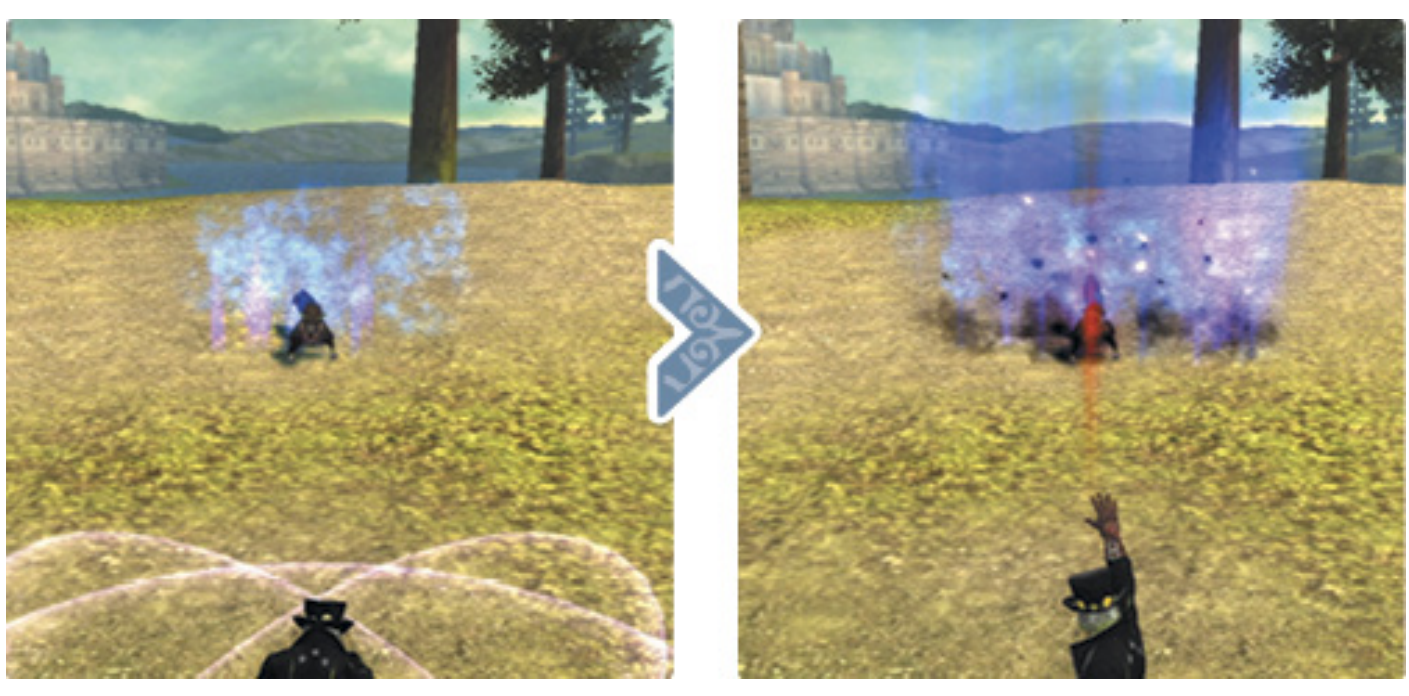
Dezel / Zaveid

Seraphic Artes



Geostigma - 1.33secs.

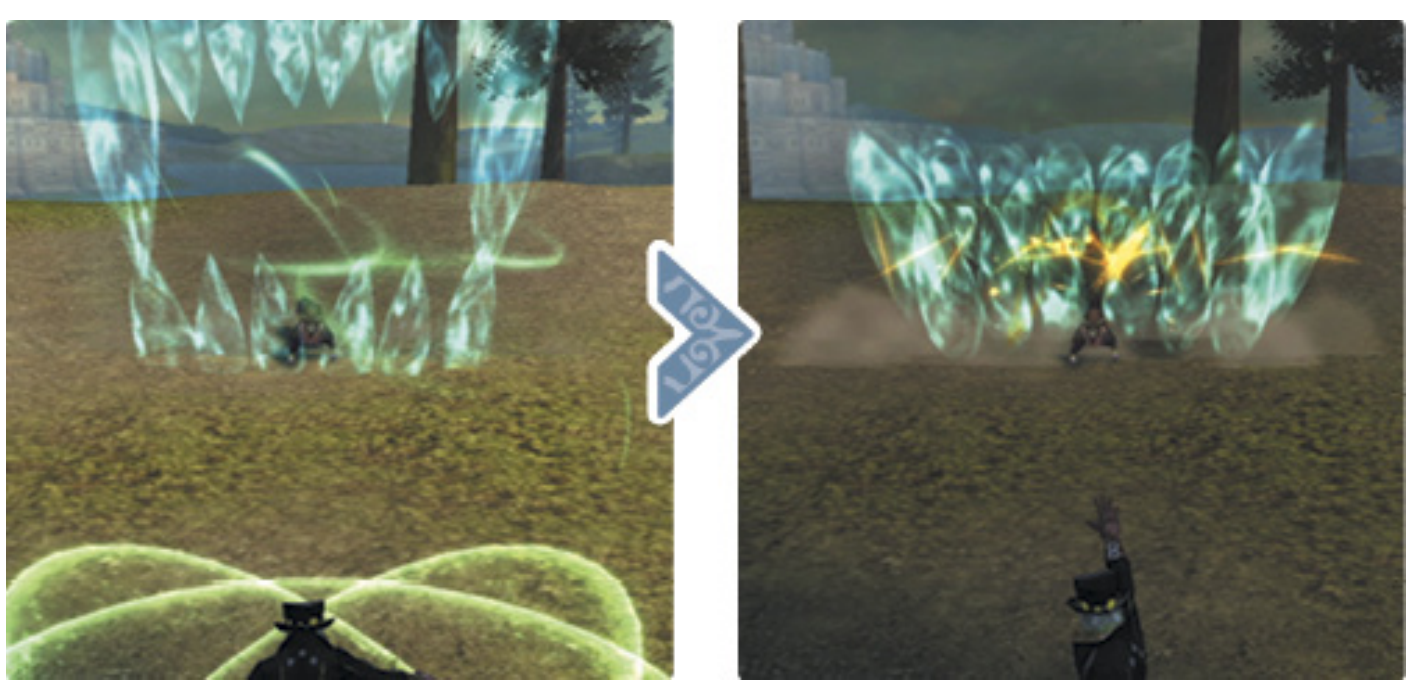
Creates a gravitational field that stops enemies in their tracks. Wind seraphic artes have a chance of inflicting Fatigue.

SC	10	Hits	3
Fatigue (5%)			

Radiant Heat - 2.33 secs.

Emits rending waves of heat in front of and behind the caster. Higher seraphic arte of Wind Lance.

SC	17	Hits	3
Attack Down (20%)			



Vengeant Fangs - 2.33secs.

Maul enemies in a wide horizontal area to shreds with fangs of wind. Higher seraphic arte of Geostigma.

SC	15	Hits	2
Fatigue (6%)			

HORIZON STORM - 3.33 SECS

Summons a raging cyclone storm that pulls forward any enemies caught up in it. Higher seraphic arte of Radiant Heat.

SC	30	Hits	8
Focus Down (20%)			

Hell Gate - 3.33 secs.

Creates a shredding vacuum wave in the crossing wake of twin winds spirits. Higher seraphic arte of Vengeant Fang.

SC	24	Hits	8
Fatigue (7%)			

Guard Decay - 2.67 secs.

Deals non-elemental damage to a single enemy. Has a chance of inflicting Paralysis and steals the Defense Up effect from the enemy.

SC	12	Hits	2
Paralysis (5%), Steal Defense (100%)			

Wind Lance - 1.33 secs.

A seraphic arte that launches a frontal spear imbued with the concentrated piercing power of wind.

SC	9	Hits	1
Down (25%)			

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Dezel / Zaveid

Healing Artes

Concentrate - 2.67 secs.

Restores HP and BG to an ally and temporarily increases their Focus.

SC	28	Hits	1
HP Recovery (100%), BG Recovery (100%), Focus Boost (100%)			

Quickness - 4.67 secs

Restore HP to an ally, removes Fatigue, and increases movement speed for a limited time. Higher seraphic arte of Concentrate.

SC	36	Hits	1
HP Recovery (100%), Remove Fatigue (100%), Movement Speed Up (100%)			

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Dezel / Zaveid

Mystic Artes

(DEZEL) BRUTALITY DRIVE	Wind

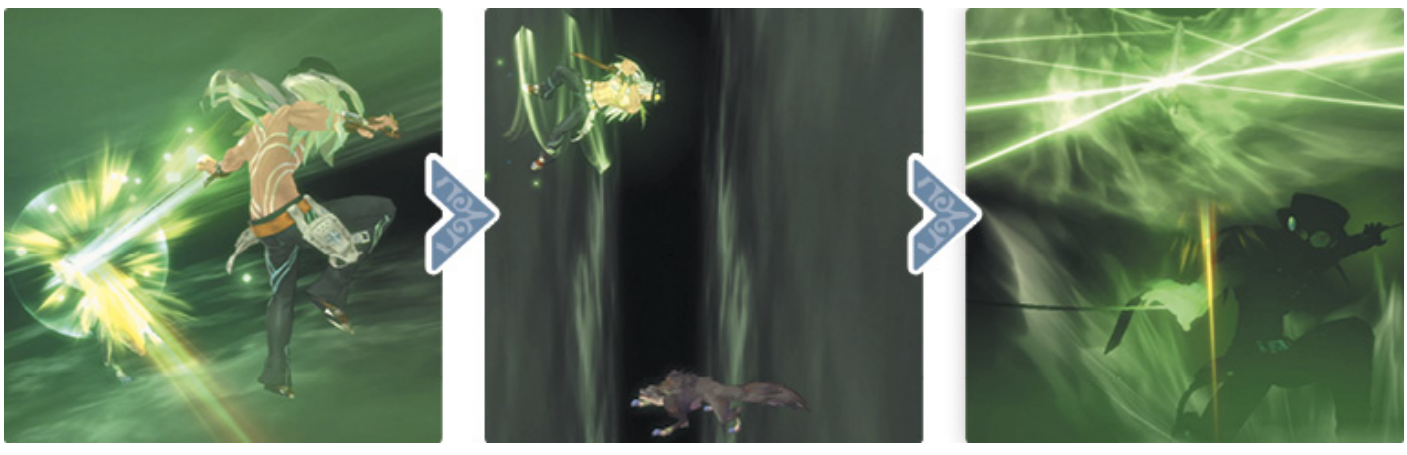
A mystic arte that wields pendulum-like whips to unleash a vicious flurry. During a combo in normal state at BG3 or higher, press and hold + **R2** to activate.

BG	3	Hits	9

(ZAVEID) OUTLAW BARRAGE	Wind

A mystic arte that wields pendulum-like whips to unleash a vicious flurry. During a combo in normal state at BG3 or higher, press and hold + **R2** to activate.

BG	3	Hits	11



(ZAVEID) HEAVEN OR HELL	Wind

A lightning-fast mystic arte that grabs an enemy and sends it to Heaven. After a 4-hit combo in normal state at BG5 or higher, press and hold + **R2** to activate.

BG	5	Hits	7

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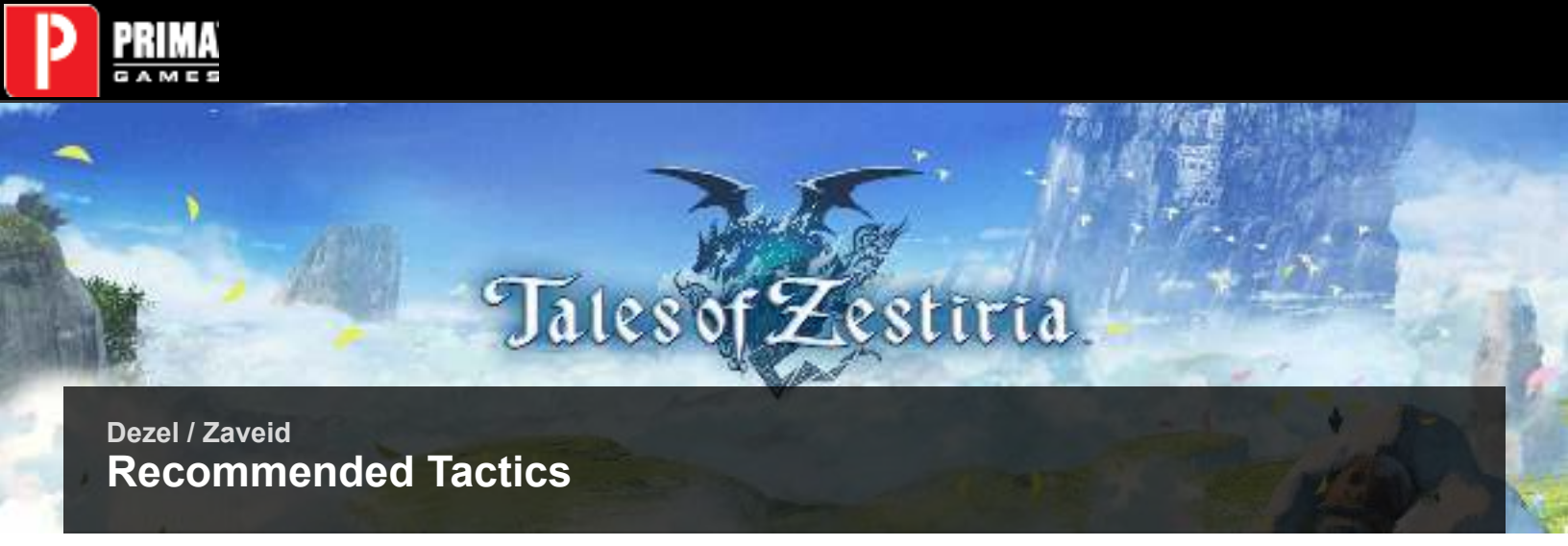

Dezel / Zaveid

Recommended Tactics

These wind seraphs boast strong and fast martial artes, but their seraphic artes are slower and less powerful. When not armatized or facing an enemy with a wind element weakness, it's best to focus on dishing out damage with martial artes. Both wind seraphs boast easy-to-combo martial artes that stun and stagger enemies.

When you are dealing with single enemies or otherwise have the chance to cast seraphic artes without being interrupted, careful positioning can result in catching multiple enemies in ranged attacks that inflict Fatigue. One of their most useful seraphic artes is Horizon Storm, which takes a while to cast but results in a directional beam of pain in the form of a raging cyclone that pushes back every enemy in its path. If you choose to use a seraphic arte, make sure you have some Iron Stances or plenty of time to complete the casting without interruption, and aim carefully to make the most of the power you unleash.

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Armatize
Water Artes

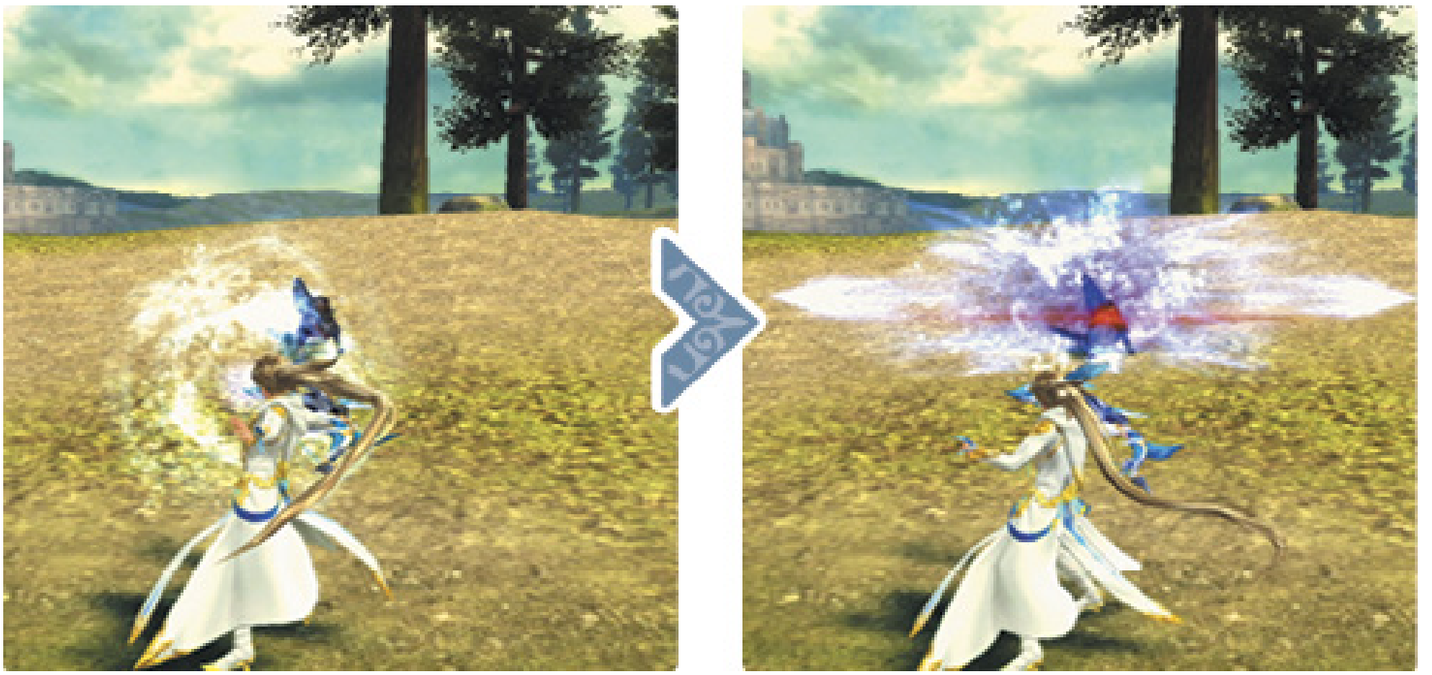
Hidden Artes Chart			
LS + ●	Blue Flurry -->	Ocean Blitz -->	Azure Assault
LS ↑↓ + ●	Saint's Arrow -->	Blistering Fangs -->	Binding Vortex
LS ← + ●	Splitting Torrent -->	Shattered Deluge -->	Six Falling Stars
LS → + ●	Splitting Torrent -->	Shattered Deluge -->	Six Falling Stars

Hidden Artes

6 Blue Flurry

A hidden arte that uses a giant bow held sideways to fire forth a spread of four mana arrows.

SC	7	Hits	4
Stun (5%)			



Shattered Deluge

Fires an arrow that spreads left and right on impact.

SC	13	Hits	3
Absorb HP (10%)			

Saint's Arrow

A hidden arte that uses a giant bow held vertically to fire a gigantic mana arrow that skewers enemies.

SC	10	Hits	1
Arte Defense Down (20%)			

Azure Assault

Holds a giant bow sideways to fire a spread of 12 mana arrows forward.

SC	22	Hits	12
Poison (5%)			

Splitting Torrent

A horizontal sweep performed using a giant bow. A hidden arte for use when enemies have come in close.

SC	5	Hits	1
Absorb HP (10%)			

Binding Vortex

Holds a giant bow vertically to fire a gleaming mana arrow that pins down enemies with a swirling torrent of water.

SC	32	Hits	4
Arte Defense Down (20%)			

Ocean Blitz

Holds a giant bow sideways to fire forth a spread of eight mana arrows.

SC	14	Hits	8
Stun (7%)			

6 Six Falling Stars

Fires an arrow that splits into six once loosed from the bow.

SC	28	Hits	7
Absorb HP (10%)			

6 Blistering Fangs

Holds a giant bow vertically to fire four arrows traveling at different speeds.

SC	16	Hits	4
Arte Defense Down (20%)			

Seraphic Artes

BUBBLE ARROW - 0.83 SECS

Holds a giant bow horizontally to fire bubbles forward in a circular area. Bubbles from this seraphic arte float in the air for a certain time or until the same arte is used, and explode when hitting an enemy.

SC	16	Hits	4
Poison (5%)			

Trinity Arrow - 2.17 secs

Fires 3 mana arrows at once to amplify their power. Higher seraphic arte of Arrow Squall.

SC	24	Hits	4
Stun (9%)			

ARROW SQUALL - 1.77 SECS	

Fires a giant bow upward to rain down mana arrows after a delay. Higher seraphic arte of Bubble Arrow.

SC	20	Hits	5
Arte Defense Down (20%)			

Maelstrom - 3.17 secs

Swallows up enemies in a maelstrom covering a wide area. Higher seraphic arte of Trinity Arrow.

SC	36	Hits	8
One-Shot (0.5%)			

Rejuvenation

ELIXIR VITAE - 0.83 SECS

Use BG1: Activate with **R2** when idle. Restore a large amount of HP to an ally and removes ailments with the exception of stat-reduction ailments, Petrify, and Curve.

BG	1	Hits	1
HP Recovery (100%), Remove Ailment (100%)			

Mystic Arte

AQUA LIMIT

A mystic arte that rains down a hail of arrows before loosing a powerful piercing attack. During a combo when armatized at BG4 or higher, press and hold ● + **R2**to activate.

BG	4	Hits	11

Blast

DIVINE DRAGON TORRENT	

Use BG1: Banish Blast activated by pressing **R2** after an attack combo. More powerful the less HP the enemy has.

BG	1	Hits	2
Absorb SC (100%), BG Increase (80%), Stun (30%)			

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Armatize
Fire Artes

Hidden Artes Chart			
LS + ◉	Vermillion Crescent -->	Burning Shards -->	Purgatory of Flame
LS ↑↓ + ◉	Rain of Fire -->	Scorched Valley -->	Tower of Blood
LS ← + ◉	Blood Moon -->	Molten Wall -->	Crimson Cross
LS → + ◉	Blood Moon -->	Molten Wall -->	Crimson Cross

Hidden Artes

2 Vermillion Crescent

Sweeps through enemies from left to right with a giant flame-kissed blade.

SC	6	Hits	2
Stun (5%)			

Molten Wall

Holds a giant blade sideways to release a frontal wall of fire that envelops any enemy that touches it.

SC	19	Hits	4
Stun (7%)			

Rain of Fire

Aims a giant blade at the enemy and releases a volley of fire. Staggers enemies.

SC	10	Hits	1
Arte Defense Down (20%)			

Purgatory of Flame

Smacks down a towering greatsword bathed in hellfire, incinerating any enemies caught in its firestorm.

SC	20	Hits	4
Burn (5%)			

Blood Moon

Stills the mind, emitting a vermillion aura that blows down nearby enemies.

SC	12	Hits	2
Arte Attack Down (20%)			

Tower of Blood

Swings a gigantic sword covered in roaring flames upward, sending enemies flying helplessly.

SC	26	Hits	3
Stun (9%)			

Burning Shards

A horizontal swipe with a giant blade that emits a fiery shockwave.

SC	10	Hits	3
Focus Down (20%)			

Razes any hellions nearby with a gigantic sword that creates blazing twisters with every swing.

SC	32	Hits	4
Down (25%)			

6 Scorched Valley

Sweeps up enemies with a swing of a giant sword, then emits a belt of steam.

SC	16	Hits	3
Stun (7%)			

Crimson Cross

Seraphic Artes

BURNING ECHO - 0.83 SECS

A seraphic arte that, for a limited time, causes sword-swinging hidden artes to leave a trail of fire.

SC	16	Hits	2
Absorb HP (10%)			

Calamity Flare - 2.33 secs

Creates a frontal wall of fire, then charges through enemies unstoppably, charring them to a crisp. Higher seraphic arte of Crown Fire.

SC	26	Hits	7
Burn (7%)			

Crown Fire - 1.5 secs

Scatters paper over an area in front of the caster, creating a hot blast after a delay. Higher seraphic arte of Burning Echo.

SC	20	Hits	5
Burn (6%)			

Ancient Nova - 2.83 secs

Summons an ancient fire overhead to purify a wide area focused around the target. Higher seraphic arte of Calamity Flare.

SC	32	Hits	1
One-Shot (0.5%)			

Rejuvenation

RHAPSODY - 0.83 SECS

Use BG1: Activate with **R2** when idle. Temporarily boost an ally's maximum HP by 20%, and recovers HP at the same time.

BG	1	Hits	1
HP Recovery (100%), Increase Max HP (100%)			

Mystic Arte

FLAMBERGE	

An armatized hidden arte that sweeps a giant blade, leaving a trail of explosions. During a combo when armatized at BG4 or higher, press and hold + **R2** to activate.

BG	4	Hits	4

Blast

DIVINE PHOENIX BLADE	

Use BG1: Banish Blast activated by pressing **R2** after an attack combo. More powerful the less HP the enemy has.

BG	1	Hits	1
Stun (30%), Absorb SC (100%), BG Increase (80%)			

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Armatize

Earth Artes

Hidden Artes Chart			
LS + ◉	Rising Sands -->	Echo Shock -->	Rock Wringer
LS ↑↓ + ◉	Rampaging Giant -->	Iron Curtain -->	Scrap Toss
LS ← + ◉	Surging Landscape -->	Earthpulse -->	Monolithic Current
LS → + ◉	Surging Landscape -->	Earthpulse -->	Monolithic Current

Hidden Artes

Rising Sands

Uses an arm to send enemies flying with an uppercut.

SC	9	Hits	1
Stun (5%)			

EARTHPULSE

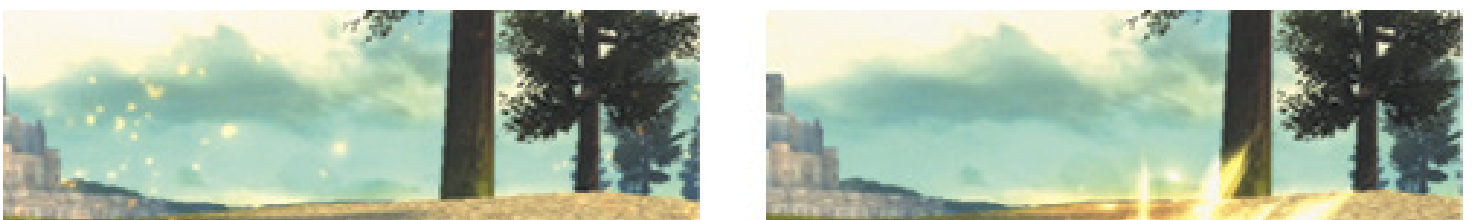
Slams both arms into the ground, sending up a stone pillar under the target enemy.

SC	18	Hits	2
Stun (7%)			

Rampaging Giant

Draws back to create space, then charges in to drive an arm through foes.

SC	8	Hits	1
Stun (5%)			



Rock Wringer

Crushes enemies in the grip of an arm's fingers.

SC	16	Hits	2
Slow (5%)			

Surging Landscape

Slams an arm into the ground to make the earth shake. Delivers damage over a circular area and staggers enemies.

SC	11	Hits	1
Defense Down (20%)			

Scrap Toss

Grabs at the ground with an arm, throwing whatever it pulls out. You'd be surprised at what large things it'll pull out.

SC	30	Hits	2
Stun (10%)			

Echo Shock

Slams both arms together. Though slow and with a narrow range, it has a high chance to stun.

SC	13	Hits	1
Stun (12%)			

Monolith Current

Grabs at the ground and pulls out a sheet of stone, flinging it at enemies over a wide frontal area.

SC	36	Hits	2
Absorb HP (10%)			

Iron Curtain

Uses an arm as a frontal shield, preventing staggering by most attacks, and charges in.

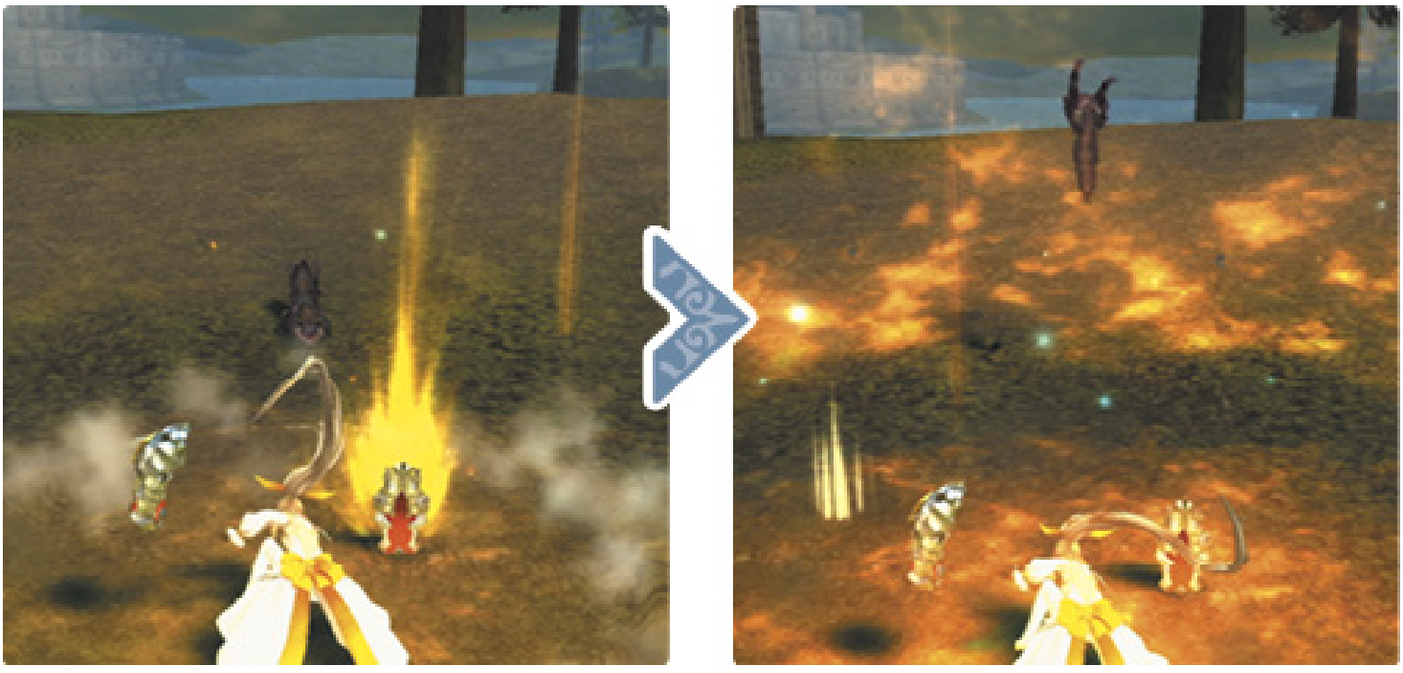
SC	15	Hits	1
Absorb SC (15%)			

Seraphic Artes

Rock Satellite - 0.83 secs

A seraphic arte that creates three boulders that rotate around the caster to provide a protective shield.

SC	10	Hits	3
Slow (5%)			



Earthshaker – 2.17 secs

Causes the ground to tremble with an extreme concentration of mana, lifting enemies across the entire zone. Higher seraphic arte of Crystal Tower.

SC	30	Hits	2
Slow (7%)			

6 Crystal Tower – 1.7 secs

Calls up crystals from the ground beneath a maximum of three targets. Due to this trait, it is best used against crowds. Higher seraphic arte of Rock Satellite.

SC	18	Hits	2
Absorb HP (10%)			

Gigaton Smash – 2 secs

Grabs enemies up to a certain size with an arm, flings them into the sky, and smashes them into the ground. Higher seraphic arte of Earthshaker.

SC	40	Hits	4
Steal Attack (100%)			

Rejuvenation

Fairy Circle - 0.83 secs

Use BG1: Activate with **R2** when idle. Creates a healing field focused around one ally, which damages enemies who set foot within it.

BG	1	Hits	1
HP Recovery (100%)			

Mystic Arte

Earth Revolution

A mystic arte that smashes mighty arms into the ground from a great height, making the earth shake. During a combo when armatized at BG4 or higher, press and hold + **R2** to activate.

BG	4	Hits	7

Blast

Divine Basalt Blow

Use BG1: Banish Blast activated by pressing **R2** after an attack combo. More powerful the less HP the enemy has.

BG	1	Hits	7
Stun (30%), Absorb SC (100%), BG Increase (80%)			

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Armatize
Wind Artes

Hidden Artes Chart			
LS + ●	Wind Blade -->	Dragon Blitz -->	Virulent Shards
LS ↑↓ + ●	Violent Projection -->	Torrent Spear -->	Dark Star
LS ← + ●	Gale Fang -->	Whirlwind Slash -->	Razor Vortex
LS → + ●	Gale Fang -->	Whirlwind Slash -->	Razor Vortex

Hidden Artes

WIND BLADE	-

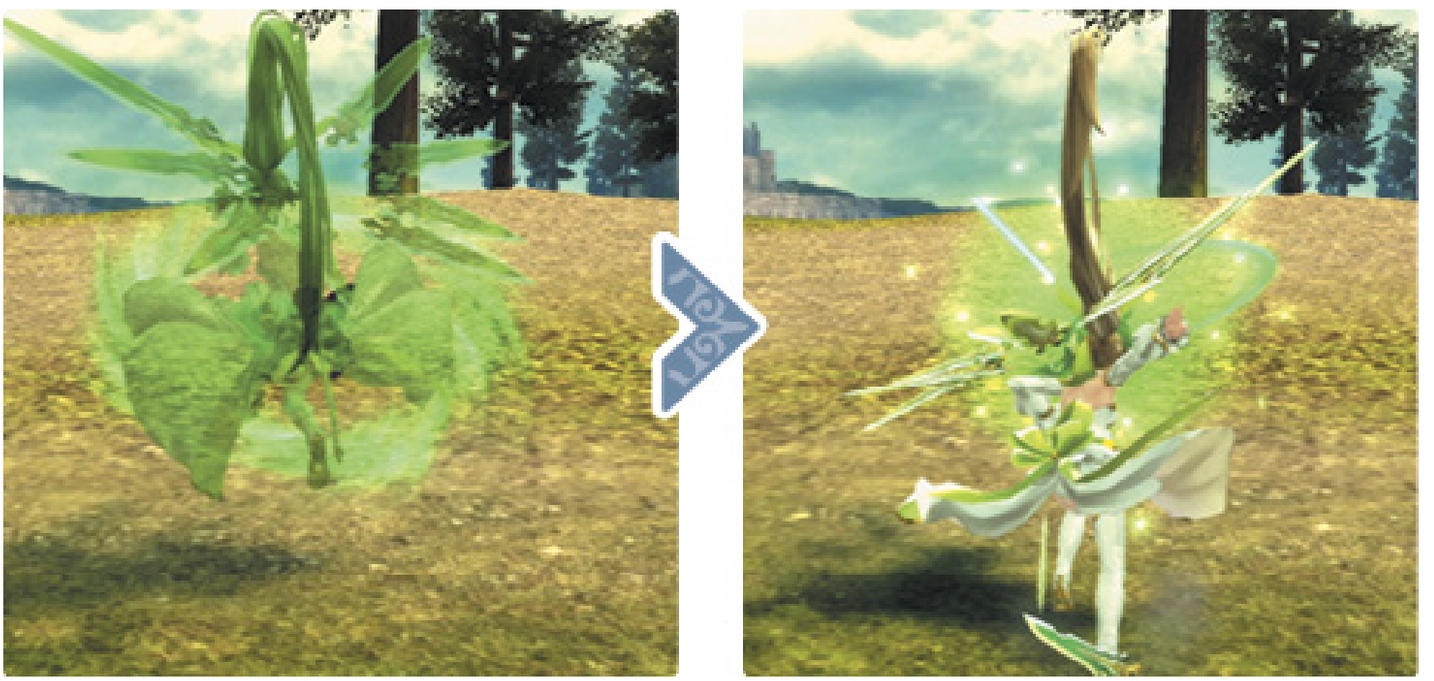
Performs a heel drop with a bladed foot, with additional damage from the vacuum blade that follows.

SC	6	Hits	2
Stun (5%)			

Whirlwind Slash

Spreads the blades on the caster’s back, then spins to rise up a tornado.

SC	18	Hits	5
Arte Defense Down (20%)			



Violent Projection

Teleports backwards, leaving a vacuum wave in the caster’s wake.

SC	10	Hits	3
Focus Down (20%)			

Virulent Shards

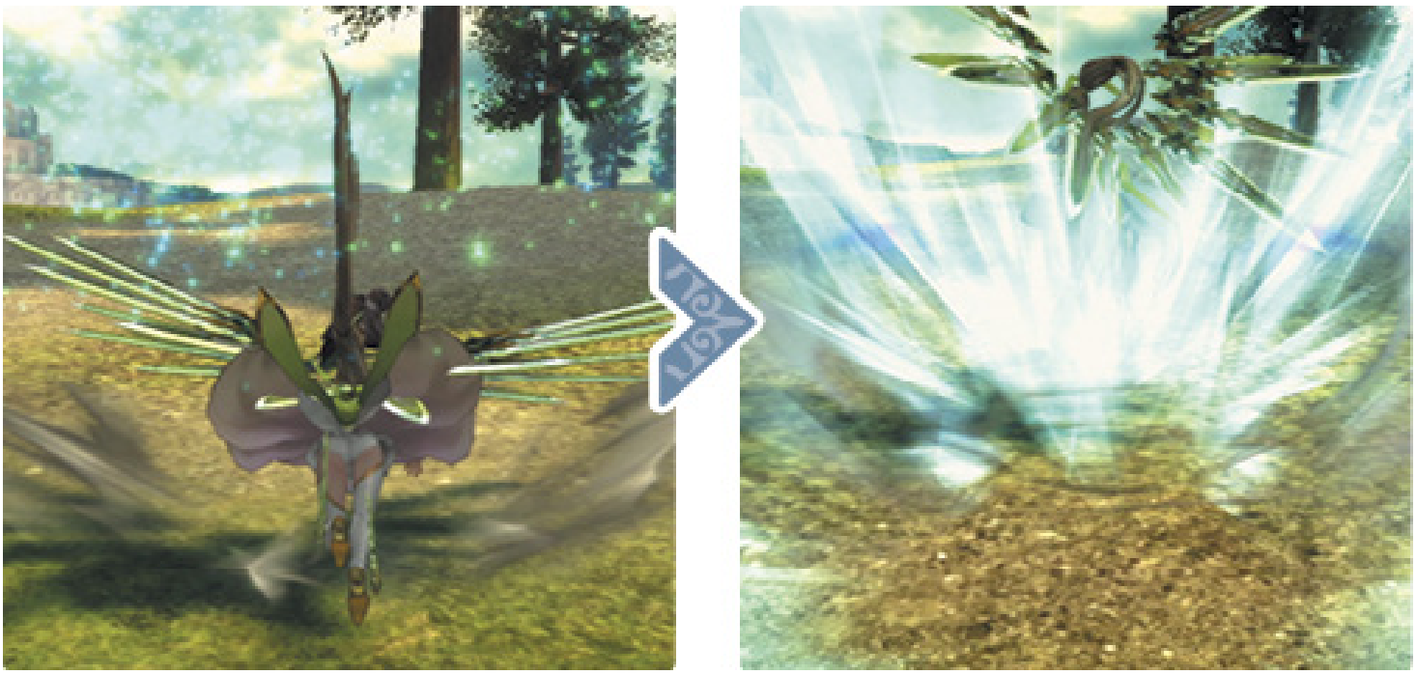
Spreads the blades on the caster's back like wings when in the air, showering a wide frontal area with myriad blades and impaling a large group of enemies. Can be activated in mid-air.

SC	19	Hits	8
Fatigue (5%)			

GALE FANG

Performs a sweeping spin kick with bladed feet, then deals additional damage with an ensuing vacuum blade.

SC	8	Hits	2
Stun (5%)			



Dark Star

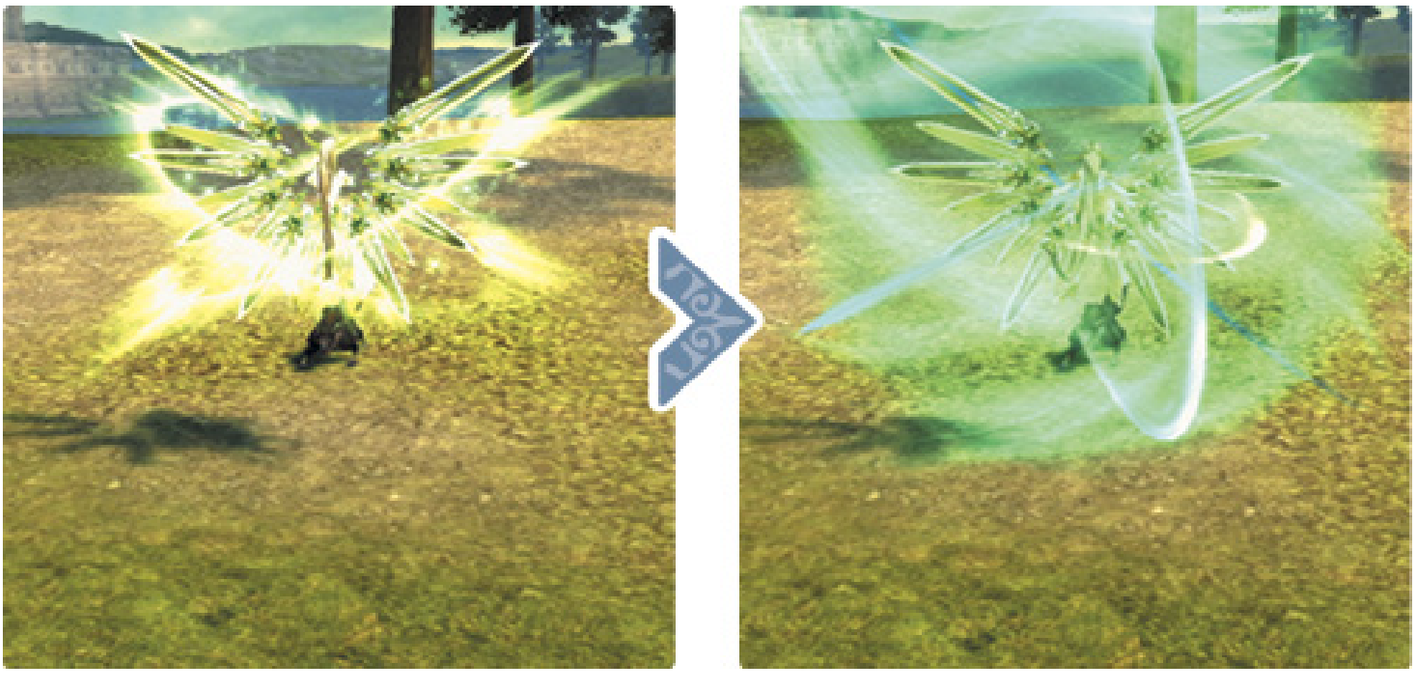
Rapidly charges through enemies, mercilessly shredding any caught in the caster's path. Can be activated in mid-air.

SC	24	Hits	3
Stun (9%)			

Dragon Blitz

Performs a stinging upward kick, then attacks with shearing winds. When in mid-air, this arte can be linked into hidden artes that can be activated aerially.

SC	10	Hits	2
Absorb HP (10%)			



Razor Vortex

Releases an explosion of wind mana in the air, creating a vortex of shearing wind that cruelly shreds foes. Can be activated in mid-air.

SC	30	Hits	9
Defense Down (20%)			

Torrent Spear

Swiftly charges forward with bladed feet, whipping up a tornado.

SC	14	Hits	1
Absorb SC (15%)			

Seraphic Artes

Gale Phantom – 0.97 secs

A seraphic arte that unleashes a vacuum wave which causes the caster to switch places with the enemy that gets hit.

SC	12	Hits	1
Fatigue (5%)			

Deep Squall – 2.17 secs

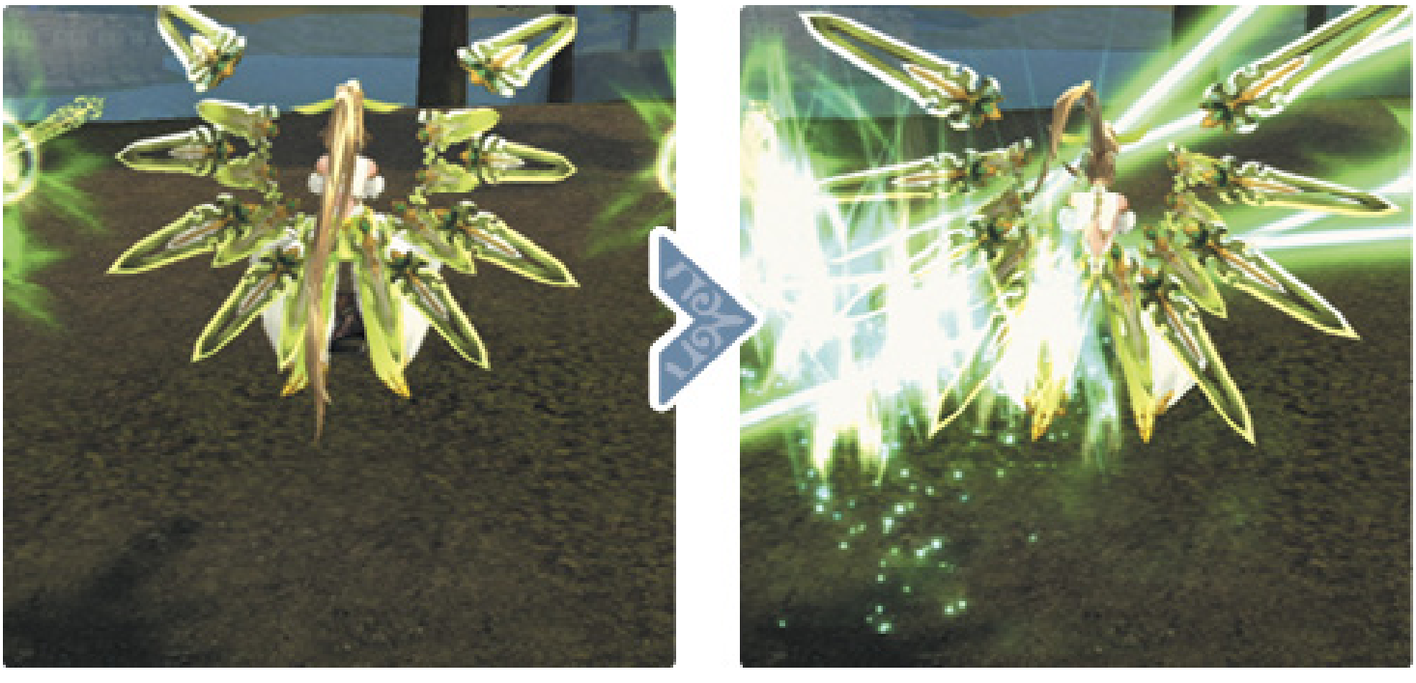
Creates three vacuum waves around the caster after a delay. Higher seraphic arte of Stratashield.

SC	20	Hits	4
Fatigue (7%)			

Stratashield – 1.57 secs

Melts into the air with blades of wind, and for a limited time, becomes completely untargetable by enemies if an ally is present. Higher seraphic arte of Gale Phantom.

SC	14	Hits	1
Arte Defense Up (50%)			



Cloudburst – 3 secs

Emits a mana flash from the blades on the caster's back that sweeps through enemies in front of the caster. Higher seraphic arte of Deep Squall.

SC	34	Hits	6
One-Shot (0.5%)			

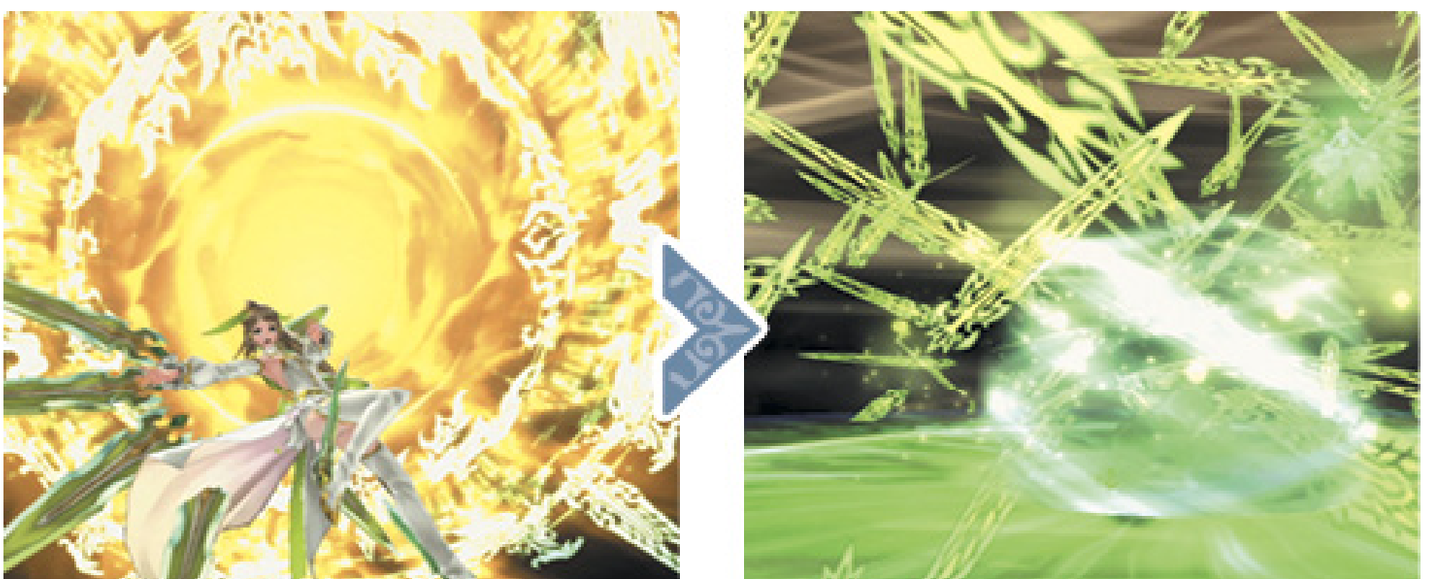
Rejuvenation

Soul Resonance – 0.83 secs

Use BG1: Activate with **L2** when idle. Recovers HP for allies in a circular area of effect, which damages enemies and saps their SC.

BG	1	Hits	1
HP Recovery (100%), Absorb SC (100%)			

Mystic Arte



Sylphystia

Carves through a broad area with a blade of ultimate burning intensity. During a combo when armatized at BG4 or higher, press and hold + **R2** to activate.

BG	4	Hits	20

Blast

Divine Tiger Tempest

Use BG1: Banish Blast activated by pressing **R2** after an attack combo. More powerful the less HP the enemy has.

BG	1	Hits	5
Absorb SC (100%), Stun (30%), BG Increase (80%)			

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Part 1: The Path of the Shepherd

World Map

FIELDS	
1.	Lakehaven Heights
2.	Falkewin Hillside
3.	Glaivend Basin
4.	Volgran Forest
5.	Meadow of Triumph
6.	Pearloats Pasture
7.	Biroclef Ridge
8.	Aifread's Hunting Ground
9.	Westronbolt Gorge
10.	Zaphgott Moor
11.	Plitzerback Wetland
12.	Hexen Isle

TOWN	
1.	Elysia, Home of the Seraphim
2.	Ladylake, the Aquapolis
3.	Marlind, the City of the Great Tree
4.	Lastonbell, City of Artisans
5.	Pendrago, the Blessed Capital
6.	Gododdin, the Forgotten Village
7.	Lohgrin, the Tower Remains
8.	Katz Korner

DUNGEONS	
1.	Mt. Mabinogio Ruins
2.	Aroundight Forest
3.	Rountabel Palace
4.	Viva Subterranean Aqueduct
5.	Galahad Ruins
6.	Lefay, Shrine of the Water Trial
7.	Rayfalke Spiritcrest
8.	Dumnonia Museum
9.	Bors Ruins
10.	Remains of Merchior
11.	Tintagel Ruins
12.	Lamorak Cave
13.	Malory, the Patinal Forest
14.	Gaferis Ruins
15.	Pendrago Shrinechurch
16.	Cambria Caverns
17.	Igraine, Shrine of the Fire Trial
18.	Yder Cave
19.	Weylish Ruins
20.	Morgause, Shrine of the Earth Trial
21.	Ganglen Ruins
22.	Guinevere, Shrine of the Wind Trial
23.	Great Camelot Bridge
24.	Trizolde Cave
25.	Lhitwerg Woods
26.	Arctus Ruins
27.	Depths of Mt. Mabinogio Ruins
28.	Camlann, the Origin Village
29.	Artorius' Throne

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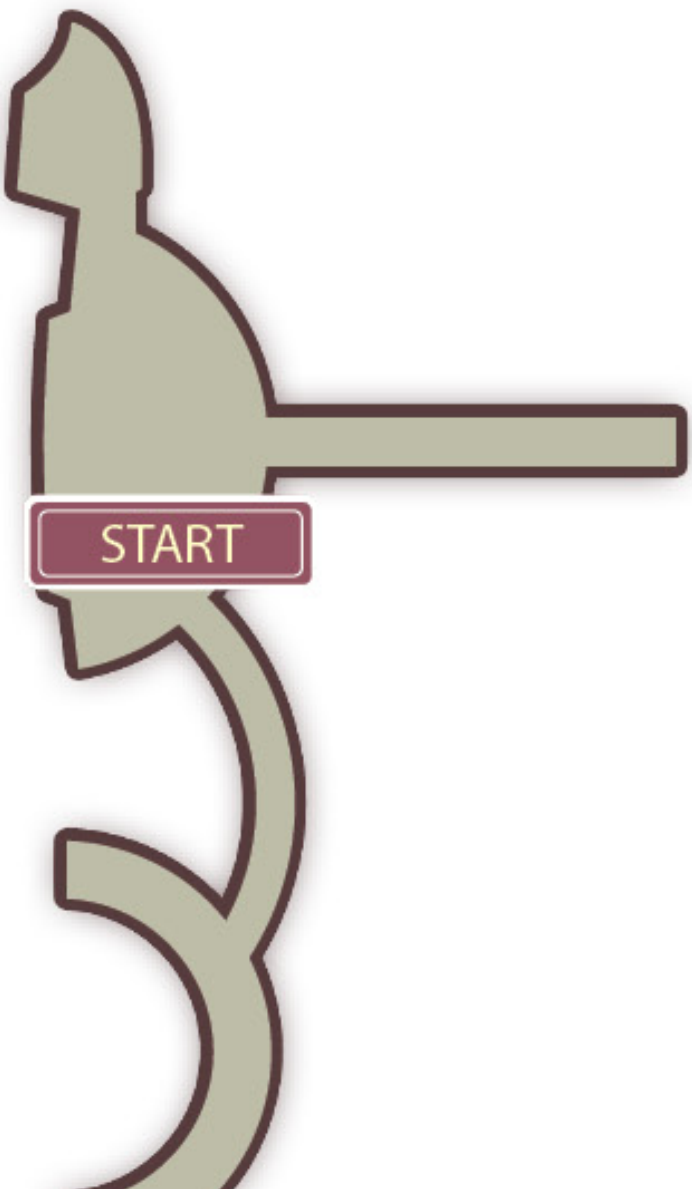
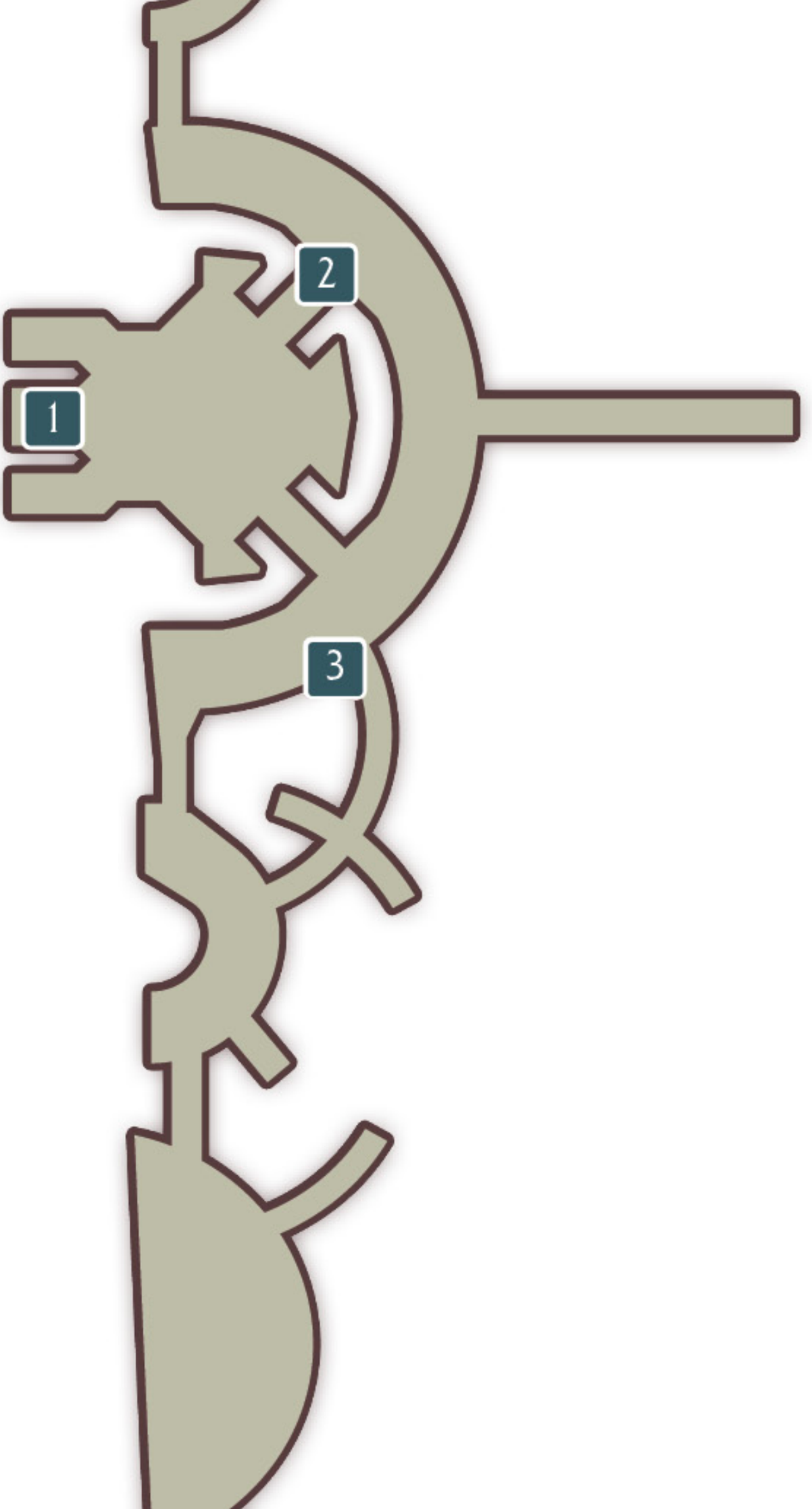
Part 1: The Path of the Shepherd

Mt. Mabinogio Ruins

Ruin Exploration

ELYSIA, HOME OF THE SERAPHIM

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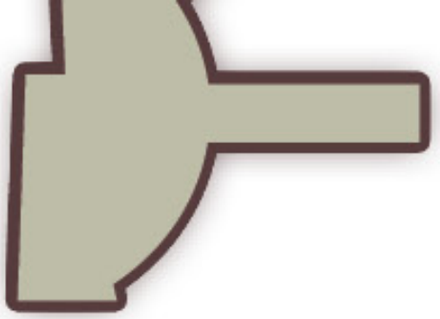
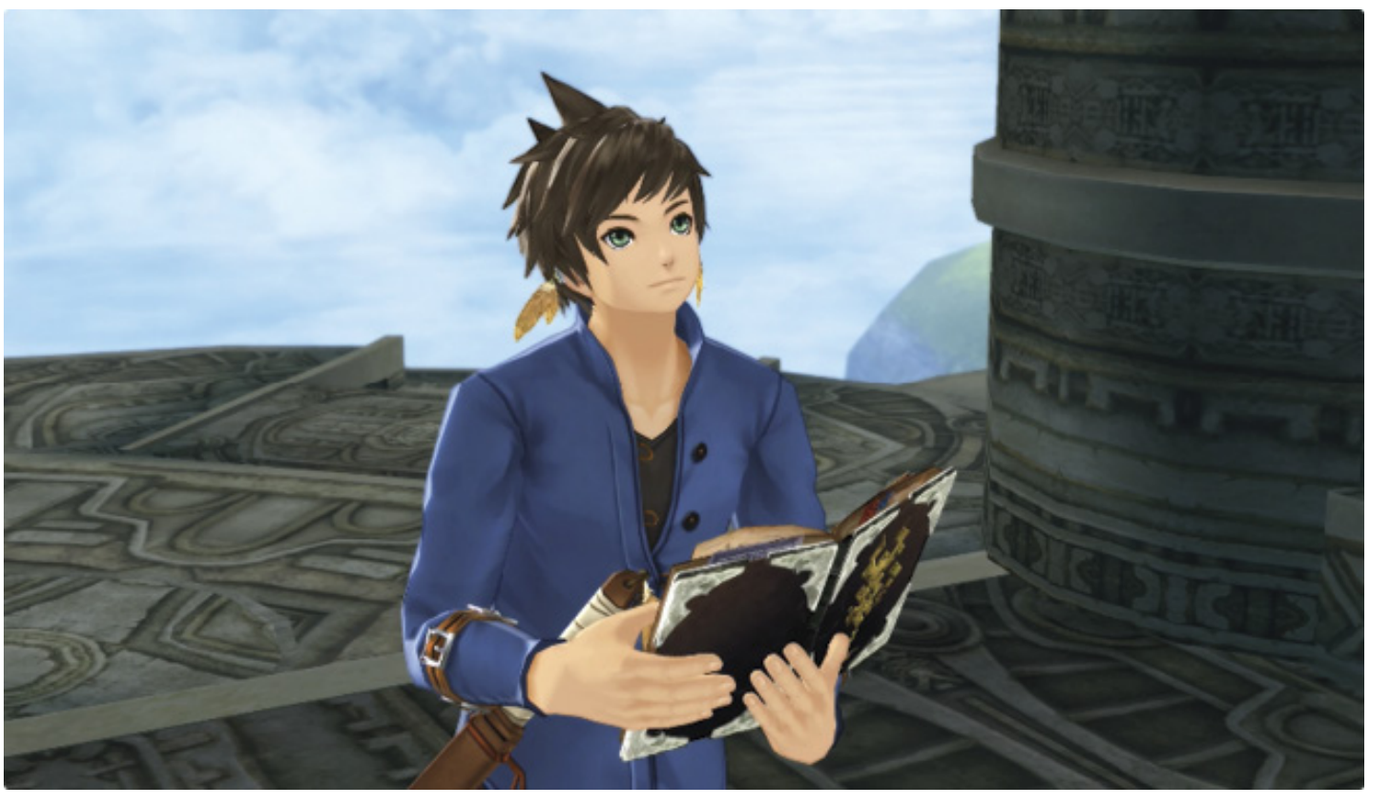


It’s a beautiful day in Elysia, and Sorey is on a mission to make some new discoveries! Head over to the star and check out the mural on the wall. Sorey identifies the bas relief as a depiction of a Shepherd using his copy of the Celestial Record. Mikleo arrives moments later, acknowledging that Sorey has won this portion of their continual competition. As the friends discuss their findings, ominous clouds fill the sky and lightning flashes. Mikleo takes off in the direction he came from and calls for Sorey to follow him.



YOU CAN:

2 Head back the way you came.

Lightning strikes in front of you, obliterating the path back to the vines. Try the other direction.

3 Follow Mikleo.

Suddenly, the ground below Mikleo collapses! Sorey attempts to pull Mikleo up to safety, but they both wind up tumbling down into the depths of the ruins.

Mikleo calmly manifests his weapon, a staff, and uses the Twin Flow arte to cushion their fall and ensure a safe landing.

TIP

When other characters are shown following you around, you can initiate conversations with them. These are mainly used to keep track of quests and current goals, but many conversations also give you insight into the characters' personalities as you confront different situations together. Conversations with yellow stars are related to the current main quest. Those with white speech bubbles are related to side quests that you can choose to take on. If you're ever feeling confused or if you forget where you need to head next, pay attention to what your companion has to say about the situation—they'll steer you in the right direction.

MT. MABINOGIO RUINS

ITEMS	
A	Sage
B	Ancient Earrings
C	Apple Gel

TIP

Many types of herbs grow in the wild. Gathering points for herbs are indicated by shining plants, and will naturally replenish over time. When used, each type of herb offers a specific permanent stat boost to a single character. Herbs also fully restore HP and SC when used, which can be helpful when exploring dangerous territory if you find yourself low on healing items.

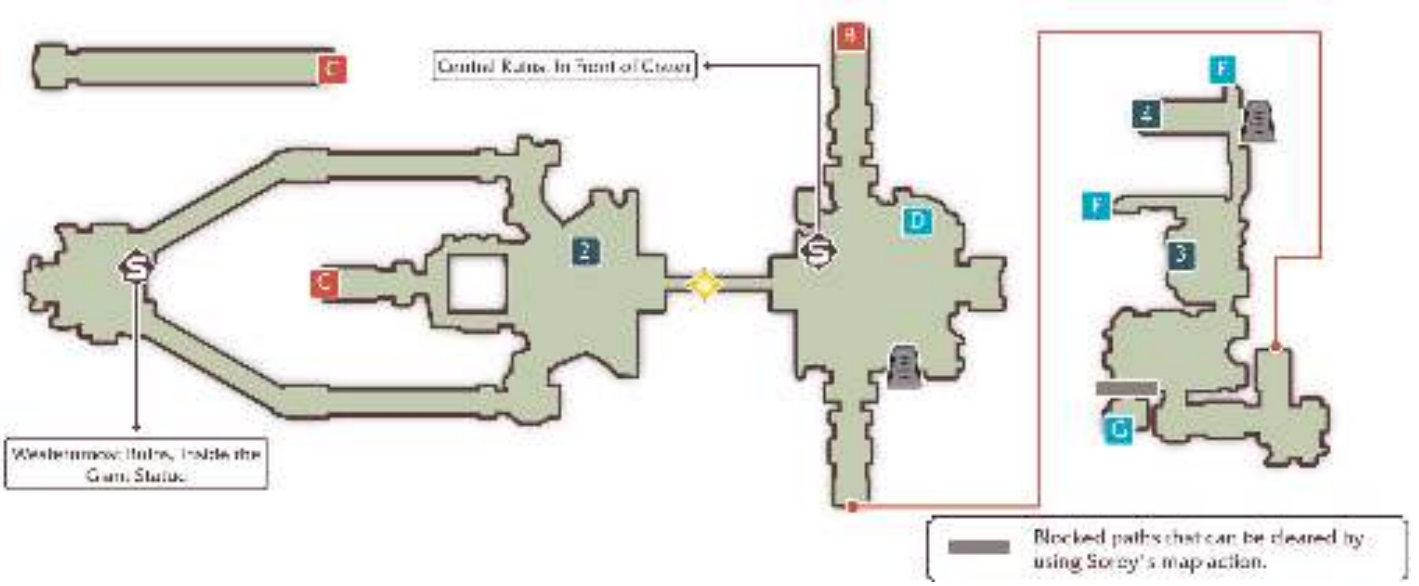
TIP

Inactive save points appear as floating purple spheres. Coming into contact with an inactive save point will activate it, and the sphere will unfurl into a golden dragon symbol surrounded by a blue glow.

Take a moment to familiarize yourself with the menu options, and make sure to pick up the Sage that is growing to the left of the path that leads through the doorway. Activate the save point and save if you wish.

Open the door at the end of the corridor. Sorey and Mikleo catch sight of a human lying on the floor in a lower section of the ruins. Sorey can't leave someone who is in need of help, so Mikleo agrees to offer what help he can, although he's wary of getting involved with human outsiders.

RESCUE MISSION



ENEMIES

SPIDER IN THE RUINS	
Level	5
HP	368
Link	—
Weakness	—
Resistance	—

ITEMS	
D	Apple Gel
L	Life Bottle
F	Lavender
C	Ancient Circlet

TIP

Check your Synopsis to view the first entry: A Stormy Encounter. As you progress through the main storyline, more entries will be added detailing the events of Sorey's journey.

TIP

Map actions are special movements Sorey can utilize while traversing the world. The first map action you learn is to swing your sword. This can remove cobwebs and vines that are blocking your path, and it can also let you start battles with an advantage if you use it to initiate battle.

Clear a couple cobwebs with your new map action and continue forward until you reach an exceptionally thick cobweb. Attempting to cut through it will draw the attention of your first enemy, a Spider in the Ruins.

This is a simple tutorial battle, so try different combinations of martial artes combos and continue attacking until you've subdued your enemy. You can also check out the battle menu and familiarize yourself with the options in it. Mikleo will back you up in battle with his own attacks and healing artes, and you can even switch your controlled character to Mikleo to try out some of the seraph's moves.

After you've given the oversized spider a thorough beating, Mikleo realizes that it must be a hellion: a monster created by malevolence. As it flees, Sorey moves to follow it, but Mikleo stops him. The boys recall Gramps' lecture about avoiding hellions at all costs since regular folks don't stand a chance against them. Only the power of purification can work against hellions, a skill very few in the world can wield.

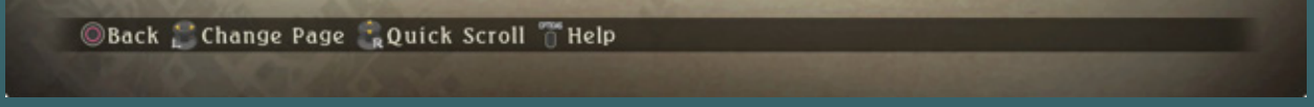
Now that the battle has ended, you can check your Enemy Book to see information about the Spider in the Ruins, or check your System Book for a refresher course on the new information you've learned.

The thick cobweb now looks normal, so cut through it and move forward. There's a treasure chest to the right as you enter the next room that holds a pair of Ancient Earrings. Beyond the treasure chest stands a stone Monolith. Approaching it will trigger Sorey's currently selected Support Talent, Point of Interest Detection (provided you didn't change it), and Sorey will speak up about the find. Check it out to learn about martial artes and increase your AP.

As you move near the next doorway, a spider hellion drops from the ceiling. There is only one type of enemy in this area. You've already seen that these spiders don't pose much of a threat, so you may as well get some practice in. The treasure chest at the far end of the room holds an Apple Gel, so grab that before proceeding through the doors and down the stairs.

TIP

Encounters: Making contact with roaming hellions will launch a battle. If two hellions are very close to each other, the ground below them will be covered by a dark shadow, and getting caught by them will create a Dangerous Encounter which will be more difficult, but also more rewarding to complete. By using map actions, you can begin the battle with an advantage.

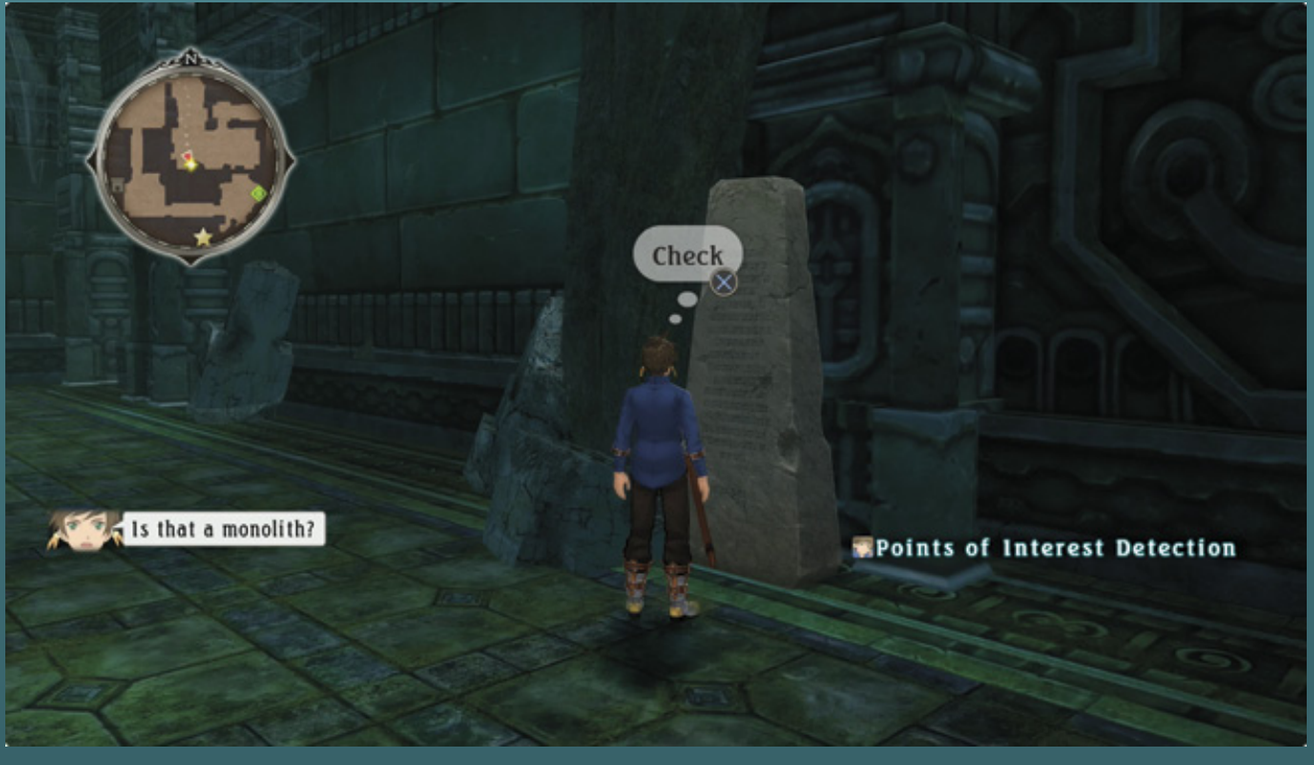


TIP

Support Talents: Be sure to set appropriate support talents while you are traveling. When exploring new areas, Point of Interest Detection and Normin for the Win are talents that are particularly helpful, as it can be easy to miss these useful locations otherwise. Some talents are better suited for traversing dungeons, and some have increased bonuses within towns, so be sure to change things up when you're in different locations to maximize the benefits.

TIP

Monoliths: Not only are Monoliths full of useful information, but they also automatically add 1 action point (AP) to your total AP whenever you read a new one!



TIP

Encounters: You can spot sneaky foes lurking above you on the ceiling by adjusting your camera view. Ambushes from above can be dangerous, so stay aware of your surroundings. You can choose to battle hellions you can see, avoid the area around them to pass by undetected, or run away from them after they begin chasing you (provided you can move faster than they can).

The large room across from where the 2 girl lies contains a save point, a treasure chest with an Apple Gel, and a monolith about guarding. Check out all three, and fight your way through two more encounters with spider hellions.

Just across the gap, you can see the girl! So close, yet so far. There's nothing else to do down here for now, so continue forward up the stairs on the other side of the room. A hellion guards the small side room on the left that is blocked by a cobweb. If you choose to defeat it and open the treasure chest behind the cobweb, you will obtain an Ancient Circlet. Now is a good time to take stock of the new gear you've picked up and make sure you have the best items equipped. If the gear from the treasure chests has better skills than your currently equipped gear, swap it in.

The next room contains a 3 chest marked with a star on the map.

TIP

Your first skits, The Cause of Thunder and A Mysterious Monolith, are now available. When standing at the save point, the button prompt and skit title will appear in the lower left corner of the screen.

YOU CAN:

Open the chest.

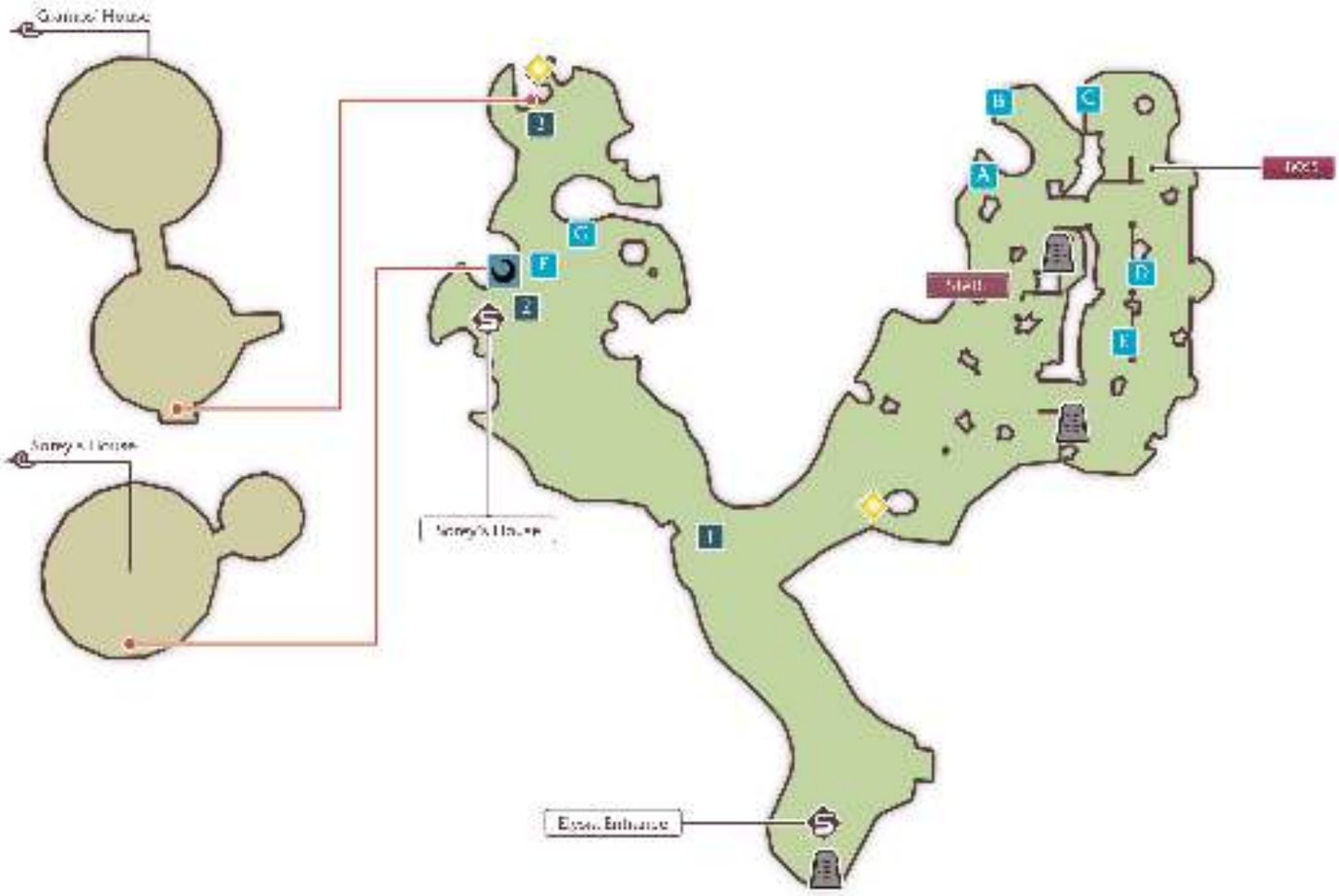
Sorey opens the chest to find a feathered glove. Mikleo snags it before Sorey can get too engrossed in his new discovery, promising to return it after they get back.

Part 1: The Path of the Shepherd

Elysia, Home of the Seraphim

Recovery And Preparations For A Return

ELYSIA, HOME OF THE SERAPHIM



ENEMIES

PRICKLEBOAR	
Level	6
HP	403
Link	—
Weakness	—
Resistance	—

ITEMS	
A	Life Bottle
B	Saffron
C	Ice Pop
D	Rosemary
E	Life Bottle
F	Natural Waistcoat
G	Verbena

Before heading to the star, take the scenic route. Turn around and head toward the large rock formation jutting up from the ground. On its left side is a treasure chest with a Life Bottle. On the opposite side is an herb gathering point where you can obtain Saffron. Head back and take a left to go down the staircase. Take another left and head to the top-left edge where the cliff meets the ruined wall. Here you'll reach another treasure chest that holds an Ice Pop. If you look at the ground on the edge of the cliff to the right, you'll spot the vines where Sorey climbed down to reach the starting point of the game. Unfortunately, though they look climbable, they aren't accessible.

Follow the open path along the cliff until you reach the point just above where the mural was. There is a tree growing nearby against a section of crumbling wall. At its base is another herb gathering point, this one offers Rosemary. Continue south and at the place where the cliff again meets a ruin wall is a monolith about quicksteps.

Don't go up the stairs just yet; continue past them between the ruin walls to get to a treasure chest holding a Life Bottle. Continue all the way until you reach the stairs you went down earlier, and head back up them. Take a right and check out the monolith next to the Mt. Mabinogio Ruins entrance to learn about difficulty settings.

Traveling far enough south will trigger a conversation between Sorey and the girl about the Celestial Record. Sorey introduces his village, Elysia, and the girl mentions that the rumours were apparently false—the village here is Elysia, not Camlann.

Head along the path to the village (toward the star), and stop to check out the goats grazing near the path. This Discovery Point (“Hyland Goat”) is accompanied by the skit, The Elysian Goat.

If you wish, you can take a left before approaching the star to reach the Save Point and Monolith by the archway to the south. You can activate the save point there and learn about targeting from the monolith.

Head to the village entrance. Mikleo goes on ahead to report to Gramps, while Sorey rounds up the villagers for an introduction. Unfortunately, the entire village is seraphim and the girl can’t see any of them.

Speak with the villagers and the girl if you wish, and then make a few stops before heading to see Gramps. Activate the save point halfway up the hill. Outside of 2 Sorey's house is a treasure chest containing a Natural Waistcoat. There's nothing in the house, so skip it for now. At the edge of the pond is an herb gathering point with Verbena.

Before entering 3 Gramps' house, go to the right and head up the small path between the stones and up the stairs on the left to check out the "Elysalark Nest" Discovery Point. The skit Elysalark Fledglings becomes available.

Unsurprisingly, Gramps is pretty pissed off when Sorey arrives to tell his side of the story. Gramps' verdict is that the girl must leave Elysia as soon as possible.

You can talk to the villagers and the girl again if you want. They've all moved around and have new things to say. Once you're done, head to Sorey's house and enter. While Sorey waits for the girl in his room, Mikleo arrives and returns the item from the ruin: a glove with the mark of the Shepherd on it.

You can speak to the villagers again if you want; the five closest to the girl have new things to say. Once you're ready, speak to the girl and she'll follow Sorey into his home for dinner. They eat and discuss her hometown, Ladylake, the capital of Hyland and home to the Sacred Blade. According to legend, the person who pulls out the blade (in the *Sword in the Stone* sense) will become the Shepherd. Before turning in for the night, Sorey offers to help her pack and get supplies for the trip back, and in the morning they set out to hunt some prickleboars.

The girl has joined your party! Check out her stats, equipment, and artes, and try tweaking your battle strategy and support talents. Head to the star at the entrance of the forest to start hunting prickleboar. The girl will fight alongside you, and if you wish, you can switch control and try swinging around a spear instead of a sword. Run around the forest and take on some more prickleboars until you have eight prickleboar hides. Sorey will let you know when you have collected enough hides through a special Battle Result skit. Prickleboars will keep spawning around the ruins entrance area, so you can battle more if you want. Once you're done, it's time for Sorey to teach the girl how to make jerky and bags and sleeping gear out of their haul.

TIP

The skit Battling the Prickleboars is now available. Play it at a save point to watch Sorey telling the girl about how he learned how to fight by battling the prickleboars around the area. This also marks the beginning of what seems like a bottomless stream of puns within the game's skits.

Enter Sorey's House for a cutscene where they discuss how the Celestial Record makes people want to explore ruins. The talk turns to the horrible state of the world below and how people are on the verge of starvation by crop failure, warmongering, climate change, and inexplicable horrors. The two turn in for the night, and in the morning they get ready to turn the prickleboars they hunted yesterday into actual usable supplies. Speak to the girl to get started. They spend the day working, and as dusk falls she says she'll be able to leave tomorrow.

Head up to Gramps' House and let him know the girl will be leaving. Night passes, and in the morning, Sorey and the whole village gathers to send her off. She thanks Sorey and finally tells him her name: Alisha Diphda. She also confesses that she believes that Seraphim and the Shepherd legends are true. She tells Sorey that the Sacred Blade Festival (and its trial) will be held soon, and Sorey might find it interesting.

After she sets off, Mikleo gives Sorey a blade he found in the ruins. Gramps sent him to search for clues about Alisha, and he found a blade with Hyland's royal crest on the hilt. Clearly, she's not just your average lady knight.

Suddenly, Gramps notices that an intruder has entered his domain and is masking its presence, leading him to believe it's a hellion. He warns everyone to be cautious, but also urges the villagers to help find it at once!

Danger Invades Elysia

BOSS Hellion	
???	
Level	6
HP	1113
Link	—
Weakness	
Resistance	

Save before leaving the village. Mikleo has a hunch that the intruder is in the forest around the ruins. Approach the north-east section of the forest to hear a horrible yell. Round the corner to see a fox-hellion biting into Seraph Mason. The hellion declares that he intends to eat them, so Sorey and Mikleo draw their weapons and battle begins.

Follow the tutorial instructions to assign your first hidden arte: Heavenly Torrent. Use it liberally during the battle, and don't forget to block when you run out of SC. This hellion is weak against water, so between Mikleo's artes and Sorey's new Heavenly Torrent, it shouldn't take long to dispatch him. He's quick, but Sorey's martial artes and his new hidden arte can interrupt the hellion's casting. Don't be afraid to get up close to the enemy, and make sure that you're defending whenever you're not attacking. Once you deplete the hellion's health, it proceeds to devour Seraph Mason before Sorey and Mikleo's eyes, to their horror. Luckily, Gramps and the rest of the village arrive and the hellion retreats, mentioning that his "main course" was getting away. Gramps reveals that the strange creature was a human who became a hellion after being corrupted, and Sorey is stunned by the knowledge that humans can become hellions.

TIP

Between Sorey and Mikleo, you now have the three main artes: martial, hidden, and seraphic. Each arte has an advantage over one arte, and a disadvantage against the other:

Martial: interrupts seraphic artes, but vulnerable against hidden artes

Hidden: breaks through martial artes, but speeds up seraphic arte casting

Seraphic: charges casting when hit by hidden artes, but casting breaks against martial artes

Understand this triangular balance for an advantage over your enemies. Read more specifics about artes in the "Battle: Attack" section in the Game System.

TIP

For surviving the battle, you get the Windmaster Talisman: Tempest. This is one of several Windmaster Talisman items. These boost your speed across the map, allowing Sorey to run progressively faster with each collected talisman. A little boost goes a long way on these extensive maps!

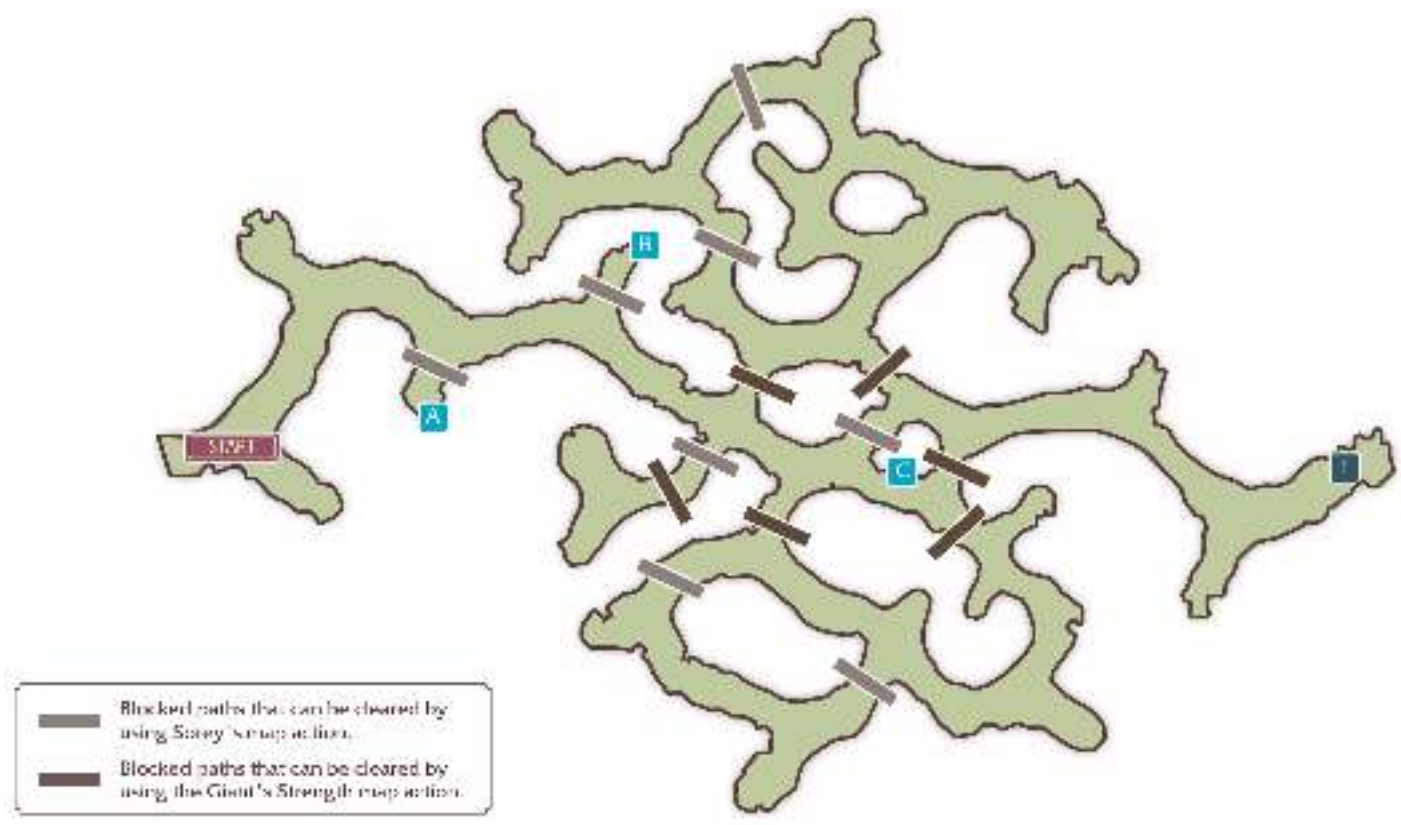
That night, Sorey lies awake in bed, thinking about the day's events. He realizes that the hellion must have been after Alisha, makes his decision, and readies his supplies.

Part 1: The Path of the Shepherd

Aroundight Forest (1)

A Stroll In The Woods

AROUNDIGHT FOREST


START
A
B
C
I
Blocked paths that can be cleared by using Sorey's map action.
Blocked paths that can be cleared by using the Giant's Strength map action.

ITEMS	
A	Life Bottle
B	Battle Boots
C	Chamomile

When you gain control of Sorey again, he will acquire a new title: "Lad of Separation".

The forest is a quiet, tranquil place at this time, protected from hellions by the power of Gramps' domain. There's only one path through the forest that is open to you, since you cannot break through the boulders yet. Cut through vines with your map action as you continue along. A treasure chest to the right of the path contains a Life Bottle. Further down, a treasure chest to the left of the path contains Battle Boots. Continue past the boulders blocking the side paths. Ignore the vines to the left in favor of moving forward to pick some Chamomile. Beyond the herb gathering spot, the paths are blocked by more rocks. Backtrack and cut the vines you previously passed, and then continue following the only available path. Head to the I exit and leave the forest.

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Part 1: The Path of the Shepherd

Lakehaven Heights

The Outside World

LAKEHAVEN HEIGHTS

ENEMIES

SNAKE	
Level	7
HP	395
Link	Long Reach
Weakness	—
Resistance	—

WOLF	
Level	7
HP	447
Link	Charge
Weakness	—
Resistance	—

ITEMS

A	Life Bottle
B	Verbena
C	Soft-Serve Ice Cream

TIP

The skit To the Outside World is now available.

Welcome to Lakehaven Heights! Make use of the Save Point just ahead. As you continue along the path, you'll see roaming wolves and coiled snakes. Though they seem like wild animals, they're actually hellions! Your party members (in this case, Mikleo) will give you tips on how to battle a certain type of hellion the first time you encounter one.

Snag a Life Bottle from the chest on the right of the path, and then check out the signage next to the path as it turns left. Right behind the sign is a rock that you can walk out on—do so for a nice view and a Discovery Point, "Natural Lookout Point". First Trip to the Land Below is the skit that goes with it. Make sure to check this out now, as the skit will become unavailable after you obtain more party members.

Cross the stream and examine the monolith on the other side. Following the path alongside the stream, Mikleo and Sorey discuss the map within the Celestial Record. You can now access the World Map by pressing R3 outside of battle.

TIP

The World Map is very useful. Here you can see the towns, dungeons, fields, Malevolent Crucibles, shops, and Inns that you have already visited. You can even check information about Hellions you've encountered in a particular area, or the current stock of a particular shop!

Blocking the path to Ladyjake is a stopped cart. Activate the save point and then check out the situation. Try speaking to the dog to hear an amusing exchange between Sorey and Mikleo.

Speak to the girl with the star over her head. She introduces the caravan members as the Sparrowfeathers, a merchant guild, and the man next to her introduces himself as Eguille, the captain. The girl's name is Rose, and if you speak to her again shortly after (the option isn't available anymore after you walk away from the Sparrowfeathers), she'll offer to buy Alisha's Royal Knife for 1000 gald. There are a few different ways to solve a plot progression puzzle later on, and one of the options doesn't require you to sell anything. If you do sell something, you'll have a chance to get it back later in the game..

SELL THE ROYAL KNIFE?

Yes, sell the knife.

Rose will give you 1000 gald. You'll have to do an errand for the Sparrowfeatherslater in order to get the knife back.

No, don't sell the knife.

You'll have another chance to sell the Sparrowfeathers something later, if you decide to do so.

Walk away from the caravan to overhear an interesting tidbit: Alisha is actually a princess! Sounds like she made it back to the city alive, but the hellion could still be on her trail. Speak with the knight to the left of the cart to do your entrance paperwork. While you're talking, the cart gets fixed up and clears the way. The Sparrowfeathers head on in, and Sorey and Mikleo are free to enter the city.

TIP

Before you enter Ladyjake, head South and cross the bridge there. Just after the bridge, turn right and head up the hill. There is a Discovery Pointhere, "Beautiful Butterfly". If you are here with just Mikleo, a skit is available. You can come back later if you don't want to go out of your way, but the skit is available while your party is only Sorey and Mikleo.

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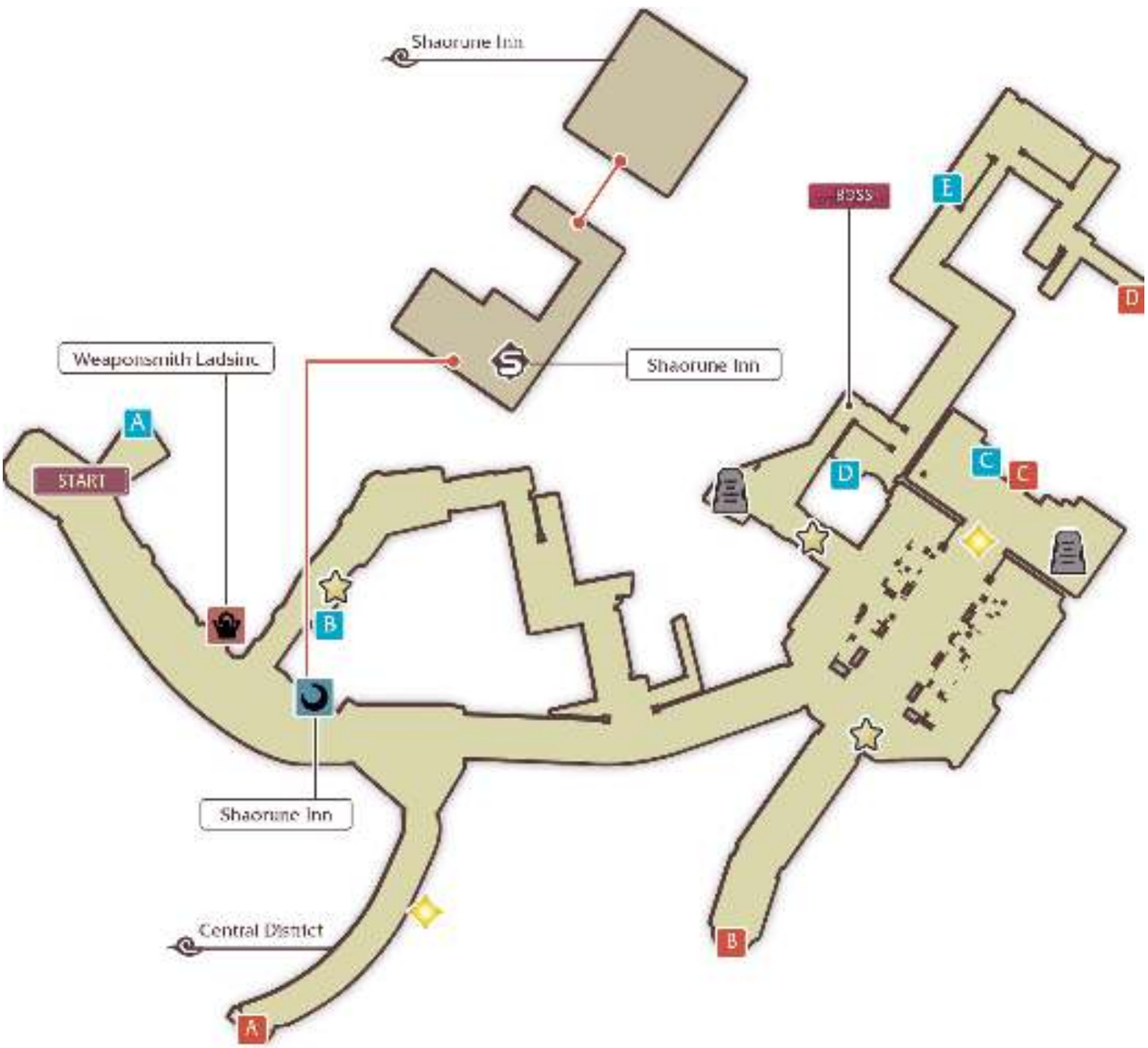
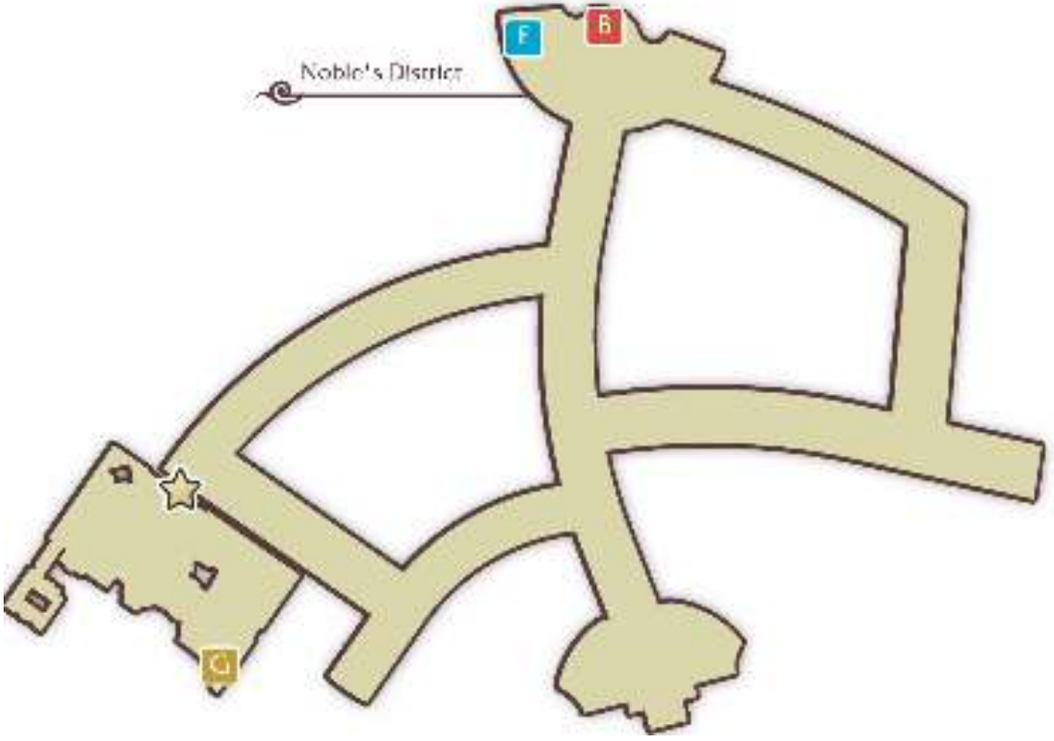
Part 1: The Path of the Shepherd

Ladylake, the Aquapolis

Find Alisha

LADYLAKE, THE AQUAPOLIS





BOSS Hellion

???	
Level	7
HP	1717
Link	—
Weakness	
Resistance	—

ITEMS

A	Apple Gel
B	Amber Waistcoat
C	Rosemary
D	Void Ring
E	Life Bottle
F	Saffron
G	Diphdan Tie

After the initial awe at the size and density of the bustling city, Sorey and Mikleo decide to search around town for clues about where they can find Alisha. Backtrack toward the entrance before beginning your exploration. Next to the gate is a small area with a treasure chest which holds an Apple Gel.

Explore the city as much as you'd like. The shop is closed for now, but you can enter the Shaorune Inn and activate the save point there. Stop at the waterwheel and examine it to unlock a Discovery Point and its accompanying skit, and then do the same at the entrance of the Lady of the Lake Sanctuary. These skits are only available while your party is only Sorey and Mikleo. As you walk around, you'll overhear the townspeople chatting and gossiping. Pay attention to their comments and use them to guide you.

TIP

Eavesdropping on Townsfolk: If you're looking for a new dungeon to explore, or when you want to take on a challenging boss hellion for some extra experience and items, swing by a town and listen to what the locals are saying. They'll tip you off to new side quests and difficult optional enemies.

HEAD TO ANY OF THE STARS ON THE MAP TO FURTHER YOUR INVESTIGATION.

In the alley next to the inn, a merchant is selling his wares.

A hellion that looks like a goblin lingers behind the merchant, but since normal people can't see hellions, there's nothing Sorey and Mikleo can do in such a crowded area.

An elderly man and a young boy are standing near the market.

When you approach them, you overhear the old man chastising the boy for stealing and telling him that it's wrong. The boy, unfortunately, pays no heed and runs off after insulting him.

You can continue following this story by going to the star in the alley toward the lower part of town. There, the boy is alone. When Sorey speaks with him, the boy's hellion form is revealed—the same goblin-looking hellion that you spotted earlier near the inn! He laughs and says that Mikleo looks tasty, so Sorey and Mikleo beat a hasty retreat. You cannot confront the boy/hellion again, so continue on and forget about him.

At the area to the left of the market, a small crowd has formed.

Onlookers are cheering and goading two tiger-like hellions that are fighting. Presumably, like the boy, these also seem like normal people to the rest of Ladylake's populace. However, Sorey and Mikleo can see that they've been corrupted and turned into hellions. They decide it's best not to get too close.

In the Noble's District, there is a star in front of Alisha's House. If you choose to go directly there and ignore the starred scenarios throughout the rest of the city, the other scenes will no longer be available after you trigger the one at her house.

As you enter the Noble's District, immediately look to the right and collect Saffron from the gathering point. Head down the first path to the left to get to Alisha's house. A dog growls and barks at something as you approach. Enter the yard to see the dog from the caravan barking at the fox-like hellion you encountered in Elysia. The dog chases the fleeing hellion, and the hunt is on.

Follow the dog back into the central district. It manages to corner the hellion in an alley near the Sanctuary. If you let the dog out of your sight for too long, it will prove to be no match for the hellion on its own, so follow it closely! Prepare yourself for another battle, except this time the hellion is slightly stronger than before. Whittle down the fox-like hellion's health. This time around he has almost twice as much HP, so it will take a little longer than the previous battle. Luckily, he's still weak against water, so create some openings for Mikleo to rack up the damage by stunning your foe with martial artes and commanding Mikleo to attack. It's also a good idea to set Mikleo's strategy options to "Aim for Weakness" (Tactics) and "Go All Out" (Atk. Rate) for this specific battle. Once you manage to get his hit points low enough, the wily hellion will turn the tables, attacking Sorey and Mikleo with his flames.

Things don't look good, but the fight is interrupted by masked people dressed in clothing similar to the hellion's outfit. They hold both Sorey and the hellion at knifepoint, and the leader addresses the hellion as "Lunarre," a subordinate of what is apparently an assassins' guild. The interlopers subdue the hellion and drag him away. As they leave, one of the masked assassins tells Sorey, "The assassination order was a mistake. Princess Alisha will no longer be our target." Sorey doesn't quite trust them, but he does take their advice to heart when they suggest he hurry to the pedestal where the Sacred Blade is kept if he's really worried about Alisha.

You can backtrack to the front of the Lady of the Lake Sanctuary for a short scene if you wish, but the guards won't let you in.

Continue farther down the alley where you battled Lunarre, and head up the stairs to reach the back entrance of the sanctuary. A member of the Sparrowfeathers is granted access since he's part of the festival staff, but Sorey is turned away for not having the proper clearance. There are two ways for you to enter the sanctuary:

CONVINCE THE GUARD.

Speak to the guard and show him Alisha's Royal Knife.

He will let you in after seeing that you have such an important token from Princess Alisha, but you must enter weaponless.

Ask the Sparrowfeathers merchant to help you bribe the guard.

Speak to Rose and Ayn Talfryn on the nearby landing. They offer to get you in… for the price of 1000 gald. Unfortunately, the town shop isn't open yet, so if you didn't sell them the Royal Knife earlier, there's no other way to get gald at this point in the game. If you select to think it over, you can still go to the guard and show him the Royal Knife. Otherwise, of the four items listed, you can only sell two to the Sparrowfeathers.

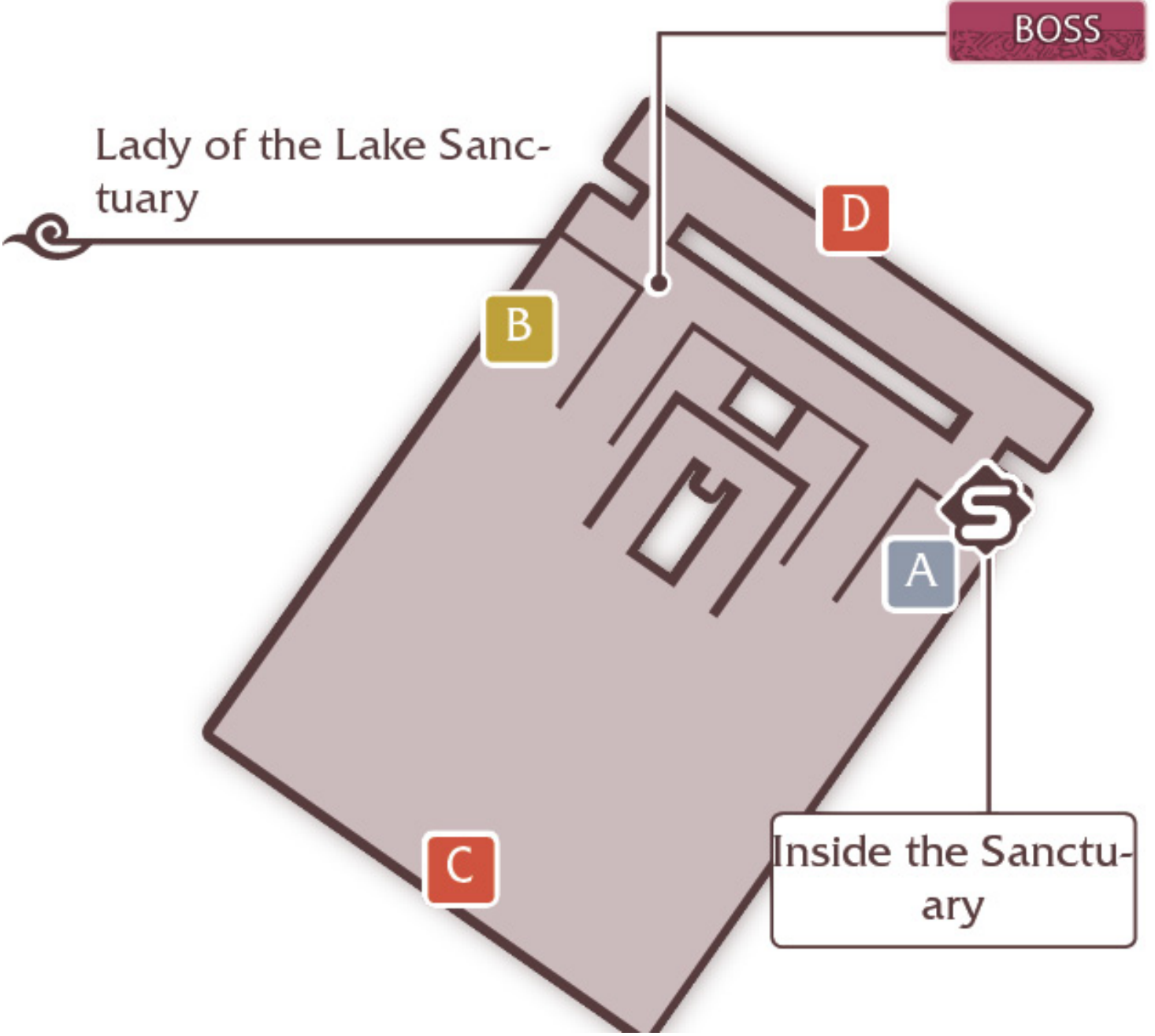
Your options are to sell:

- Gramps' Pipe - Rose recognizes that it's worth a lot of money, and promises the settle up later since she doesn't have enough on her to properly pay for it—later, you'll get the Fashion accessory "Ten Gallon Hat". In the meantime you'll earn 500 gald. You can eventually buy the pipe back later in the game.
- Royal Knife - They accept this for 1000 gald, and you will need to complete an errand for the Sparrowfeathers later to get it back. You'll also earn 500 gald.

The merchant greases the guard's palm, and you're in! You have to leave your weapons with the guard. Luckily, there's already a perfectly good sword inside the sanctuary.

Head inside. It's pretty crowded, but since no one can see Mikleo, the seraph takes a nice front-row spot for himself. You can go down the steps to move toward Alisha yourself, or step out by Mikleo to be spotted by the princess. She'll introduce you to Lady Maltran, and Sorey will explain that Alisha is being targeted by assassins. Alisha firms her resolve to continue fulfilling her duties as a princess and a knight of Hyland, and Sorey and Mikleo are impressed by her bravery.

The Power Of Purification



ITEMS

A	Arcane Bottle
B	Genius's Staff

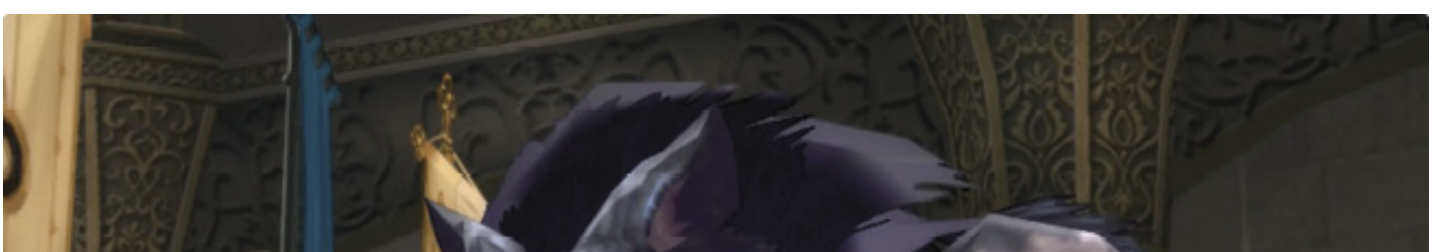
BOSS Hellion

WEREWOLF HELLION	
Level	8
HP	1120
Link	—
Weakness	
Resistance	—

BOSS Hellion	
HELLION OOZE	
Level	8
HP	223
Link	—
Weakness	—
Resistance	—

Head back into the main room to see a lady seraph lying in front of the pedestal. Maltran introduces Alisha to the crowd, and the princess gives a speech. They light the sacred flame and ask for the Lady of the Lake's blessing.

Angry townspeople start a riot within the sanctuary, and the guards use force, making the situation worse. The malevolence causes people to turn into hellions, and Sorey and Mikleo ask the Lady of the Lake to help them purify the hellions. Fires spread inside the sanctuary, and Mikleo starts putting out the normal flames, but he's unable to douse the flames tainted by malevolence. During the commotion, Alisha hears Sorey speaking to the seraphs and realizes that he can communicate with them—and that they really do exist.

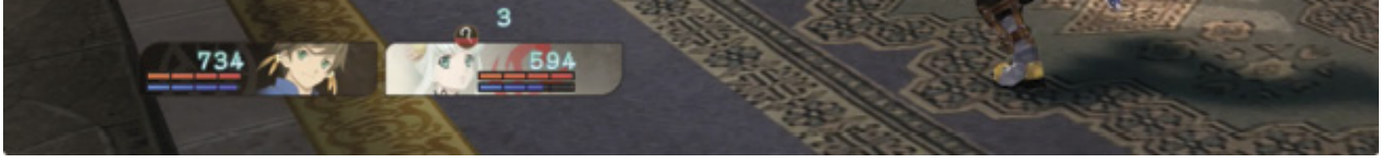


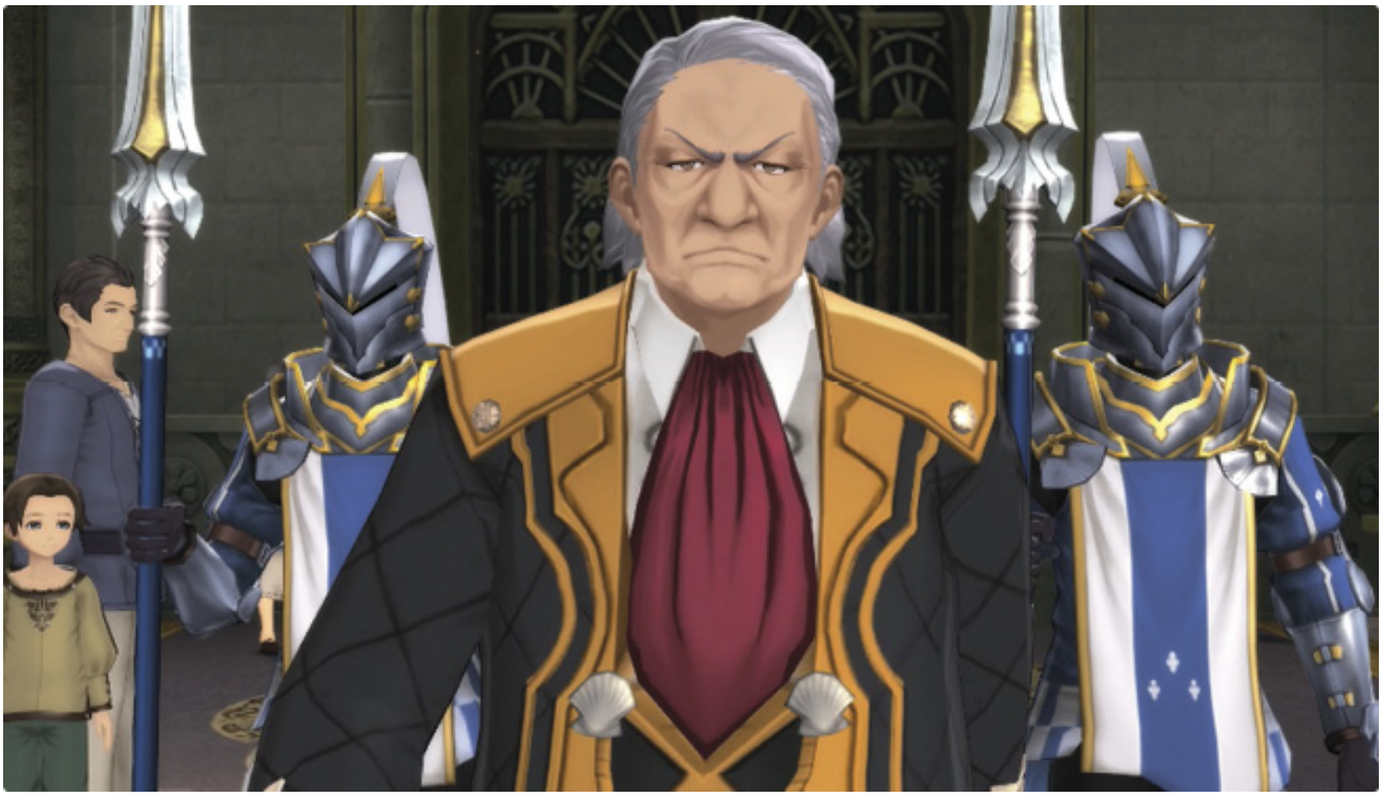
The Lady of the Lake, Lailah, explains that the power of purification is not hers to use as she wishes. It is tied to the sacred blade that houses her soul. She warns Sorey that taking up her sword means taking on the mantle of the Shepherd and becoming her vessel. It is a great burden, and is not a decision to make lightly because of the weight of the responsibility involved. He tells her that his dream is for humans and seraphim to coexist peacefully, which is why he will gladly become the Shepherd. Smiling, Lailah forms a pact with Sorey, and Sorey removes the sword from the pedestal.

Pact in place, Lailah can now purify the malevolence-tainted fires. Mikleo continues his work with the regular fires, and Sorey takes on the hellions together with Lailah.

The battle begins once the cutscene ends, and you're up against a werewolf hellion and three hellion oozes. Lailah tells Sorey to focus on the werewolf; the hellion is weak against artes, so attack liberally. Use Sorey to attack the werewolf while Lailah keeps the oozes at bay, using the Battle Command "Spread Out" or the Strategy Action "Split Up and Attack". Whether Sorey defeats the werewolf or Lailah defeats the oozes first, come together to finish off the last of the hellions.

Sorey and Lailah purify the sacred flame, and the man who became a Werewolf Hellion is restored to his normal human form. Chancellor Bartlow enters, intending to gloat at Alisha's failure to keep her festival riot-free, but Alisha proudly declares that the trouble has been quelled thanks to the new Shepherd. The tip of the political iceberg rears its ugly head.

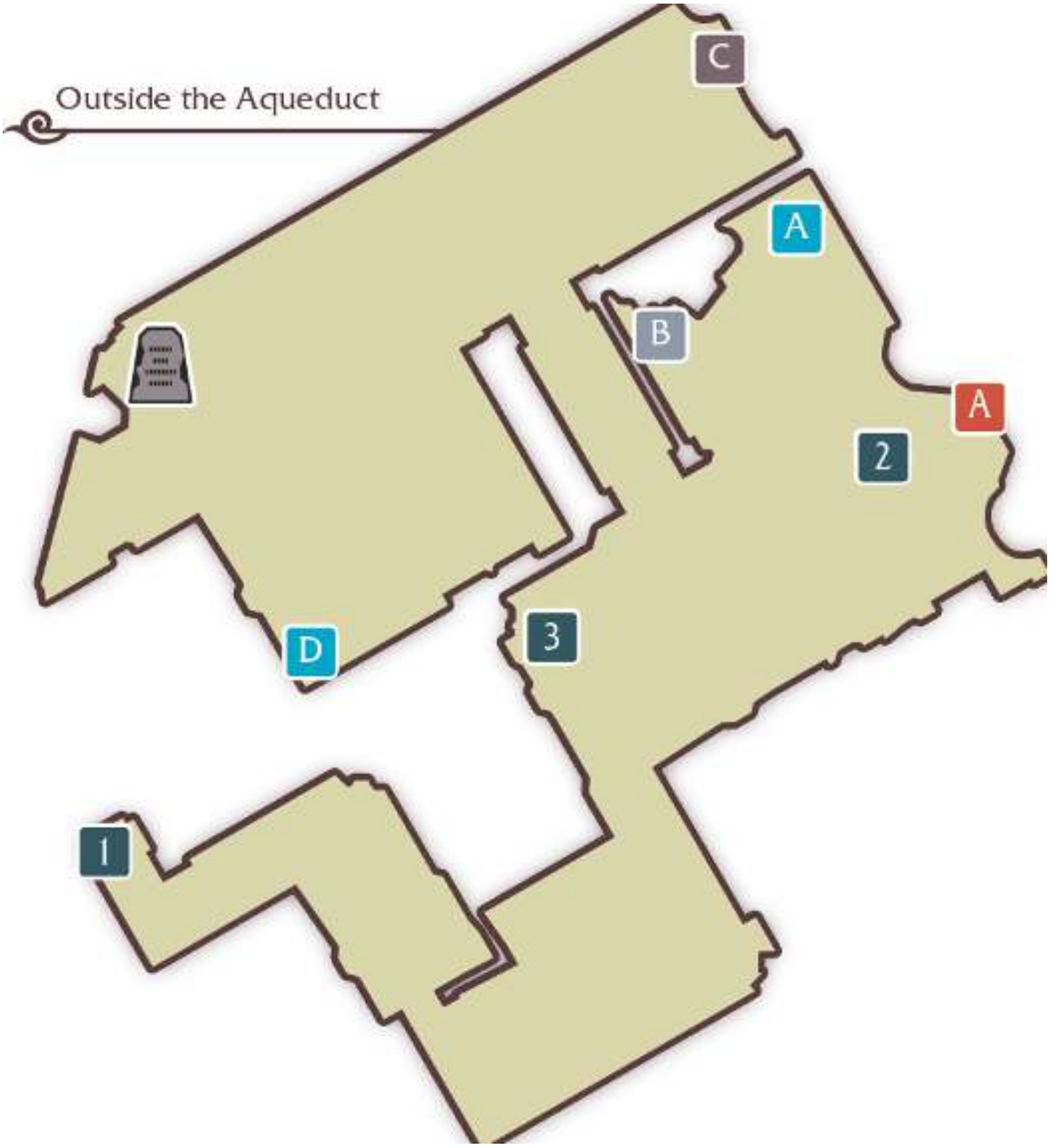




Lailah withdraws into her new place within Sorey, which causes Sorey to collapse. He needs to sleep for three days to adjust to Lailah's powers housed within him, and Sorey barely manages to convey his need to rest for three days to Alisha before passing out with his head in her lap—much to the ire and amusement of the onlooking townspeople.

Sorey wakes up to see Lailah and Mikleo next to his bed at the inn. Lailah suggests going on a walk through the town. The innkeeper promises Sorey a free meal upon his return as the group heads out. Sorey gains the title "Shepherd".

What It Means To Be A Shepherd



ITEMS	
A	Amber Staff
B	6000 gald
C	Amber Boots
D	Chamomile

Now that Sorey is adjusting to Lailah's power, he can sense the heavy malevolence covering the town. Follow Lailah and head through the doors. Before heading up the stairs, turn right and loot the treasure chest for an Amber Staff. You don't have a key for the silver chest on the left yet, so head up and join Lailah.

The three discuss malevolence and the absence of the blessings of seraphim here in the lower world. Then, Lailah speaks of the duties of the Shepherd, and the Lord of Calamity. Thus begins the world-traveling journey of the Shepherd!

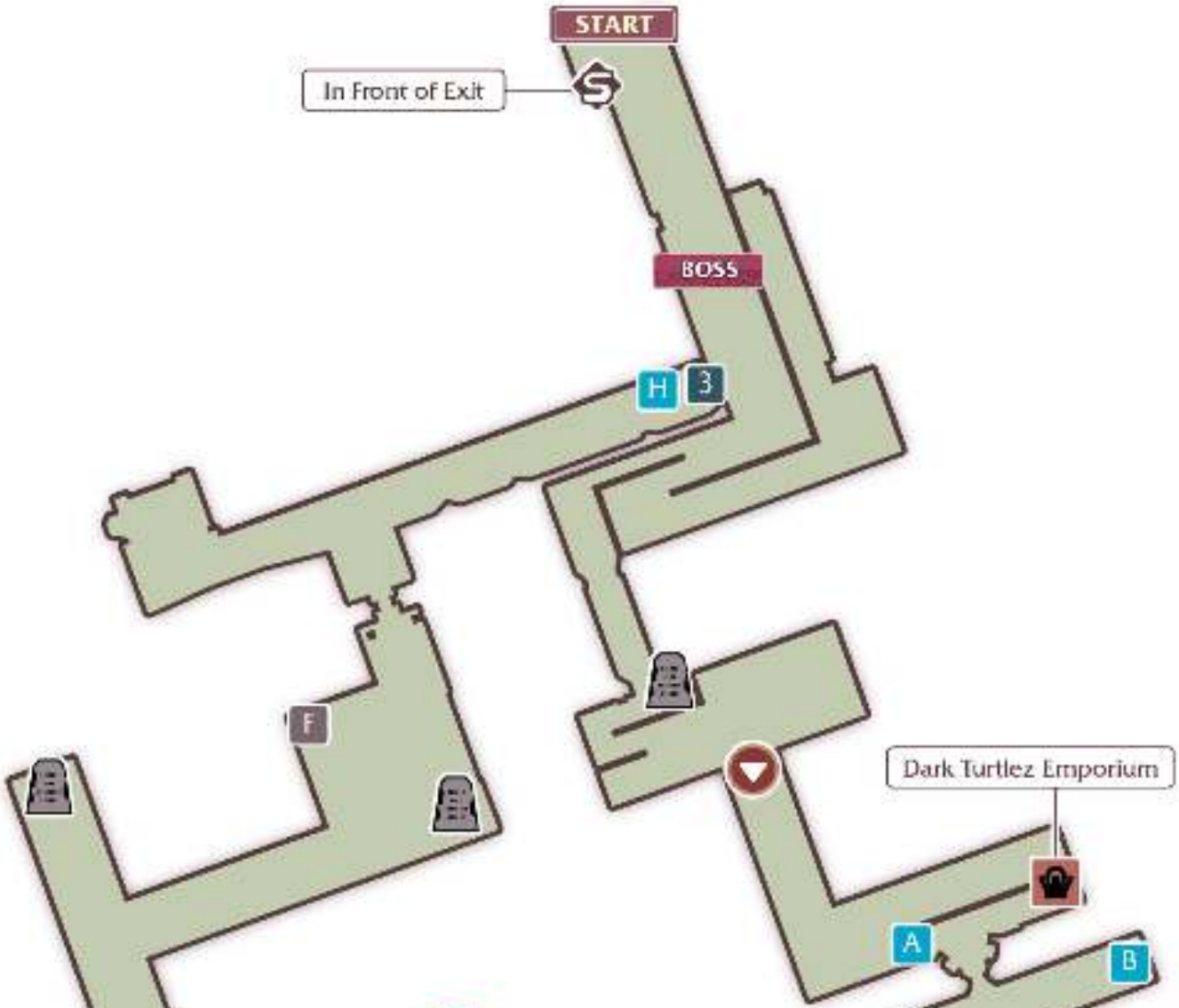
Before you head back to the inn, explore the plaza to the left and inspect the Monolith there to learn about Seraphic Artes. In the far corner, gather some Chamomile. You'll find a copper chest near the stairs, but since you lack a key for this chest too, ignore it for now. Then, head back to the Central District. Sorey asks Lailah about the previous Shepherd, but Lailah took an oath to gain the power of Purification, so there are certain things she cannot talk about. This is the beginning of Lailah's many paper-thin topic changes to avoid sensitive subjects, so you'd better get used to it!

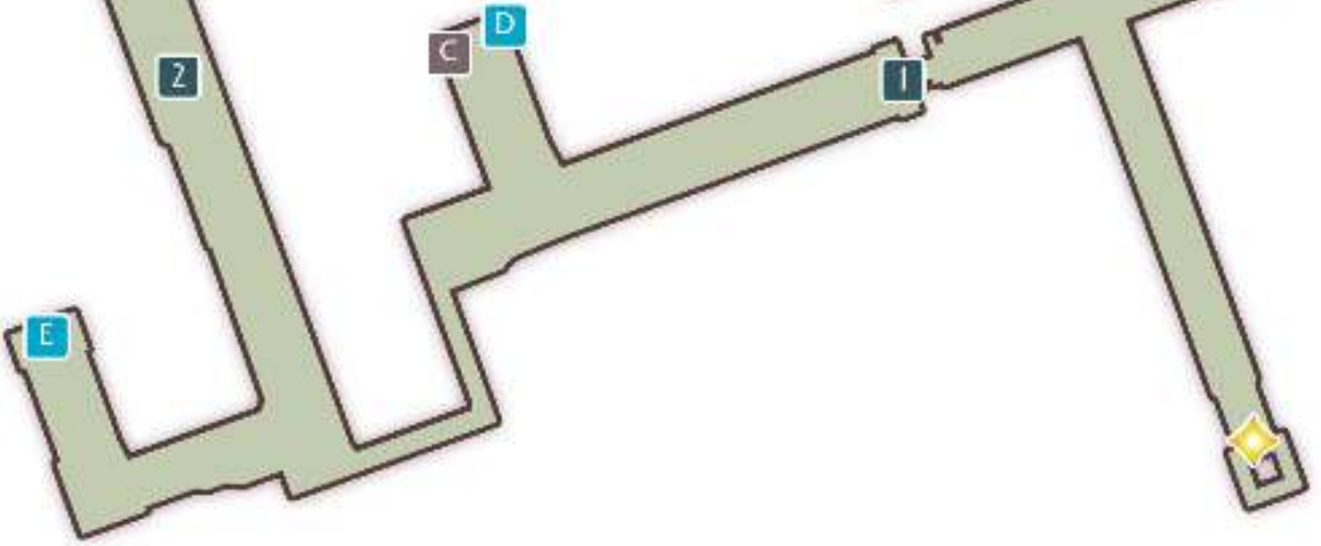
Part 1: The Path of the Shepherd

Vivia Subterranean Aqueduct (1)

A Subterranean Mystery

VIVIA SUBTERRANEAN AQUEDUCT





ITEMS

A	Life Bottle
B	Amber Paper
C	Amber Tiara
D	Apple Gel 2x
E	Soft-Serve Ice Cream
F	Void Ring
H	Sage

ENEMIES

SLIME

Level	8
HP	223
Link	—
Weakness	—
Resistance	—

BAT

Level	8
HP	270
Link	—
Weakness	—
Resistance	—

CENTIPEDE	
Level	8
HP	310
Link	—
Weakness	—
Resistance	—

BOSS Hellion

SLIME GLUTTON	
Level	8
HP	1677
Link	—
Weakness	
Resistance	

First, activate the save point to the right upon entering the Aqueduct. Then, head down the stairs to the star. A slime hellion appears to be eating a human, and Sorey warns Mikleo to stay back. Mikleo isn't fond of being treated like he's helpless, but this battle is just Sorey and Lailah.

The Slime Glutton has three Slime friends. Physical attacks don't work very well on amorphous hellions, so if you're having trouble try unleashing some hidden artes. Luckily, this Slime Glutton is weak against fire. Concentrate on creating openings for Lailah's artes, or try switching control to play as Lailah yourself. For winning, you get an Anomalous Orb and a Copper Key (for copper treasure chests and certain special doors).

Pyrogenic Ring
1 Hit!
23
712
562

The worker regains consciousness and thanks Sorey for his help before returning to Ladylake on his own. Mikleo is angry that he's not being allowed to fight, and Lailah explains that the only way for Mikleo to gain the power of purification is to form a contract with her and become a sub-lord. Sorey thinks Mikleo isn't thinking about his own personal dreams, and is against the water seraph becoming a sub-lord. They're both stubborn and refuse to budge, so Mikleo takes off, saying he'll wait for Sorey back at the inn.

The stairs down into the water on the left don't lead anywhere, so you can ignore that route unless you want to get an extra battle in (there's a bat hellion in front of the waterfall). Head down the long staircase to the doorway marked with a star on the map and examine it. Sorey concludes that it was sealed by the royal family (to keep something hidden), not locked. Examine it again to notice a keyhole of sorts. Use the Royal Knife on it to open the door.

Now that the door is open, head left to examine the Monolith and learn about Difficulty Settings. Then, head around and slide down the water-covered ramp. In the corner is a Dark Turtlez selling some wares (Dark Turtlez Emporium). Purchase/upgrade equipment if you wish. Then, continue forward and grab the Life Bottle from the chest in front of the doorway. Swing left and collect Amber Paper from the chest at the end of the walkway before heading to the star on the map.

Follow Lailah up to the monument and speak to her again. She explains the significance of the altar and why it's important for Sorey to discover certain things on his own through the progression of his journey as a Shepherd.

Lailah takes a jewel from the altar and hands it to Sorey. This gem is an Earthen Historia. It stores a memory within it, but strangely, Sorey says he cannot see anything when he looks at it.

Before leaving, take a moment to check the Discovery Point, “Altar of the Sacred Blade” (if you did this before talking to Lailah, go back up and you will be able to access a skit now that she is back in your party: The Sacred Blade Altar).

Head back, but hang a left instead of going through the door where you entered (you can’t get back up that water-covered ramp anyway). Approach and examine the door marked with the star. It’s sealed! Only one wielding the Silver Flame can open it, and in the past, hopeful Shepherds were stuck down there if they were not able to make a contract with the seraph bound to the Sacred Blade.

MAP ACTION

Silver Flame: Press to cast Silver Flame. This fire will cleanse malevolence-tainted webs, light torches, and allow you to begin battles with an advantage against hellions that are weak to fire if you use it to initiate battle.

You now have access to the map action Silver Flame. Face the torch pedestal to the right of the door and press to light it and unlock the door.

Head through the open doorway and up the stairs. Take a right when a side path opens up. In front of two treasure chests is an enemy. Defeat the hellions and then collect two Apple Gels from the treasure chest and an Amber Tiara from the bronze treasure chest. Then, continue on the path.

As you round a corner, you'll see a group of slimes. Take the path to the left of them first, and collect the Soft-Serve Ice Cream from the treasure chest at the end. There is another enemy here. Once you've dispatched your foes, head back to the group of slimes and engage them.

You're quickly surrounded by even more slimes. They're not particularly tough, but make sure to maneuver around them so

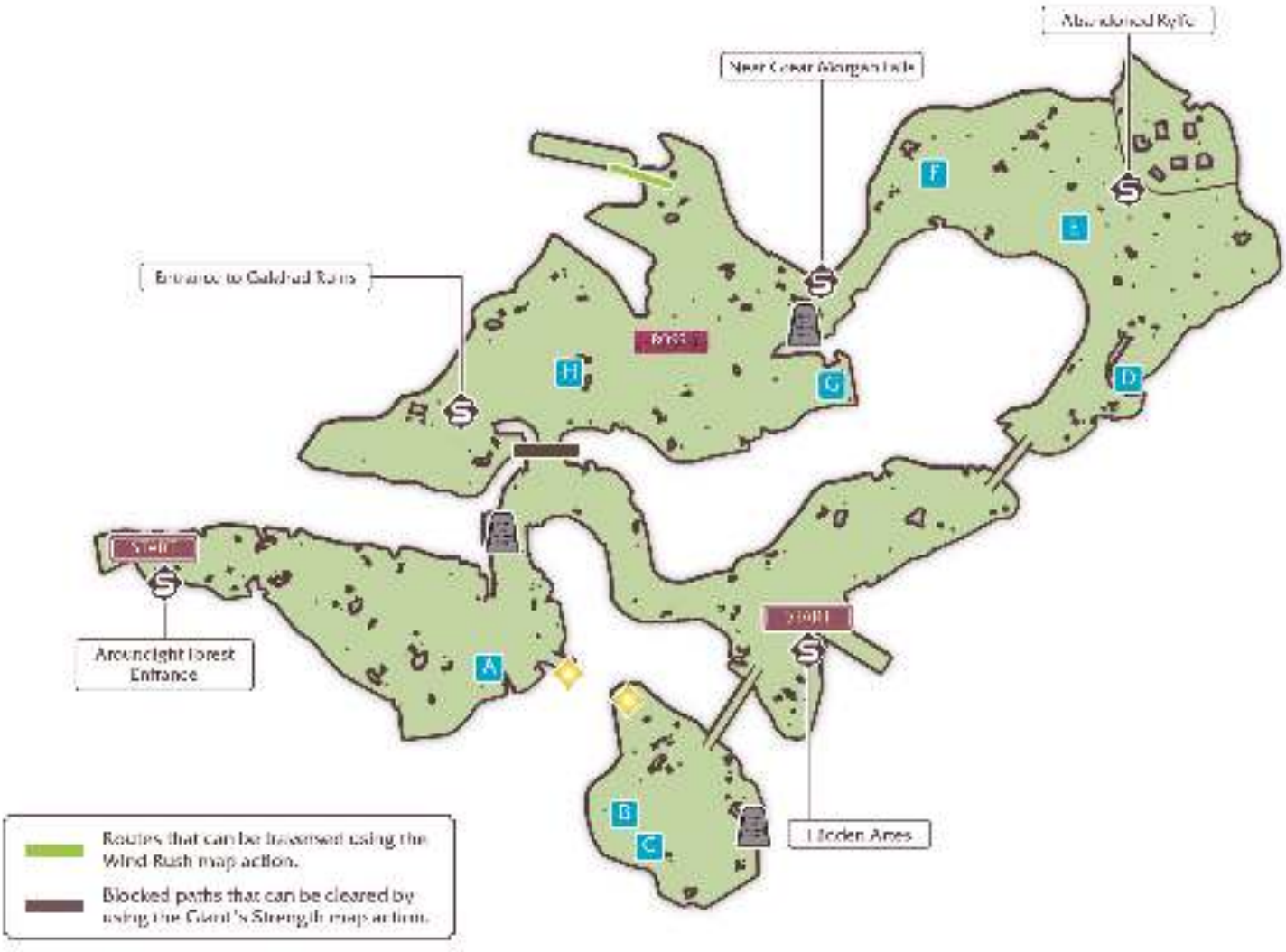
Part 1: The Path of the Shepherd

Galahad Ruins

Gather Holy Water

Take this opportunity to rest, save, and shop. Once you're ready, set out from Ladylake.

LAKEHAVEN HEIGHTS



ITEMS

A	Life Bottle
B	Verbena
C	Soft-Serve Ice Cream
D	Sunglasses
E	Lavender
F	Amber Boots
G	Apple Gel
H	Sage

ENEMIES

SNAKE

Level	8
HP	395
Attack Type	Long Reach
Weakness	—
Resistance	—

WOLF

Level	8
HP	447
Attack Type	Charge
Weakness	—
Resistance	—

BOSS Hellion

MANAGARMR

Level	19
HP	9916
Link	—
Weakness	
Resistance	

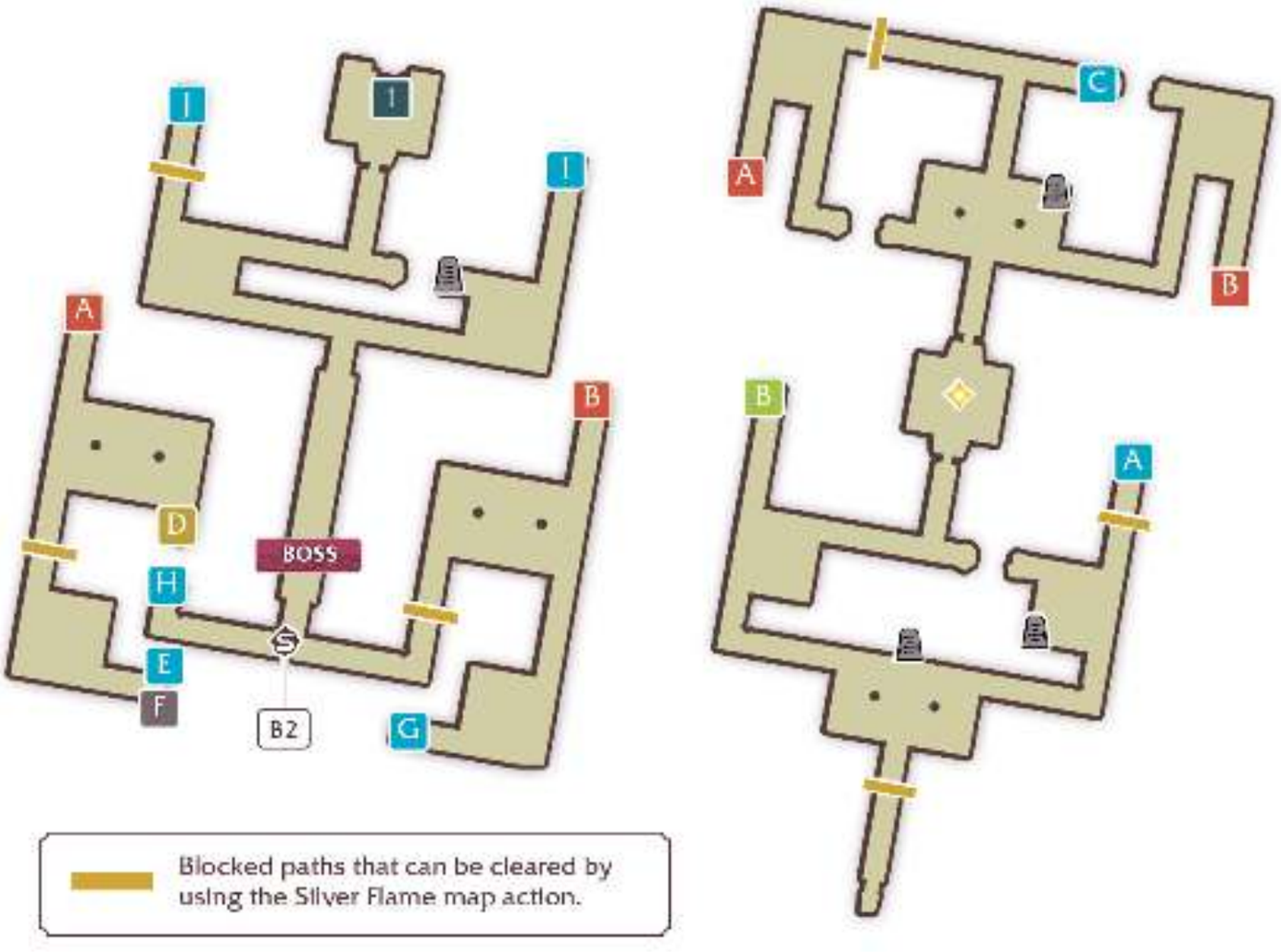
TIP

In the Fashion menu, you can equip cosmetic items that you have collected to customize your team. Keep an eye out for these special items in treasure chests or through main and sub events, and make sure your party always looks sharp! You can also purchase special cosmetic items by checking out the game's Downloadable Content available through the PlayStation®Store or STEAM®. Once purchased and downloaded, check the Downloadable Content section of your Items inventory to turn your DLC into in-game items.

Leave the city and take a right. Cross the bridge and go up the hill, but hang a right and make almost a u-turn to reach a treasure chest containing Sunglasses. Activate the save point at the abandoned town, and then continue down and to the left. Activate another save point at the river, then cross it and check the Monolith for information about Elements and Status. Continue following the path, but avoid the purple and yellow boss hellion roaming the hillside. Along the way, among a cluster of three rocks, is some Sage. Activate the save point at the Entrance to Galahad Ruins and save before heading into the dungeon.

Galahad Ruins

GALAHAD_B1, GALAHAD_B2



ITEMS	
A	Mango Sorbet
B	Life Bottle
C	Rosemary
D	Marron Glacé
E	Amber Garment

F	Earth Ring
G	Apple Gel
H	Saffron
I	Amber Circlet
J	Devil Wings

ENEMIES

BAT

Level	8
HP	270
Attack Type	Sneaky
Weakness	—
Resistance	—

SNAKE

Level	7
HP	395
Attack Type	Long Reach
Weakness	—
Resistance	—

LEECH

Level	9
HP	317
Attack Type	Shoot
Weakness	—
Resistance	—

BOSS Hellion

GIANT CENTIPEDE

Level	10
HP	1030
Link	—
Weakness	

Resistance	

Use Silver Flame to clear the webs of malevolence. Dead ahead is a Monolith about Weaknesses and Resistances.

Explore the right branch first to discover a Monolith about Targeting and a Mango Sorbet in a treasure chest. Then, head back and take the left branch. After you turn the corner, go straight to the chest at the end of the hall for a Life Bottle before backtracking and heading to the star.

A beautiful bow is on display in the middle of the room, and Lailah identifies it as a Divine Artifact. These are what are required for seraphs who wish to make Sub Lord contracts. They must also be of the correct elements; the bow is a Divine Artifact of water, like Mikleo is a seraph of water. Sorey wants to move on and Lailah explains to Alisha that Sorey doesn't want Mikleo to become a Sub Lord. Alisha is confused, and compares it to her desire to become a Squire, but Sorey doesn't think that Mikleo wants to become a Sub Lord to fulfil his own dreams—Sorey doesn't want Mikleo to be tied to that for Sorey's sake. They move on, and you get a glimpse of Mikleo following the group. Mikleo reaches out to the bow…

TIP

Turn back after the scene to perform a discovery on the "Altar of the Bow" and watch the skit The Arrow Pedestal.

In the next room there is a Monolith about Quickstep. Head forward and turn left to find Rosemary at the dead end. Turn around and continue forward. Ignore the other dead end, and take the last left to head down to B2 of the dungeon. There is a gold chest down here that you cannot unlock yet, but you can collect Amber Garment from the treasure chest and Earth Ring from the bronze chest. Once you're done, head back up and take the other staircase on the right half of B1.

Back down on B2, head forward to the bronze doors and open them. The chest at the back of this little area holds an Apple Gel. Backtrack and continue heading toward the star. Activate the save point, but don't approach the star just yet—continue forward and around the corner to collect Saffron at the dead end. Now, save if you wish and head to the star for a battle.

You begin Armatized and facing three Giant Centipedes, but Lailah's element isn't very effective against these hellions. Beat 'em up and a cutscene will interrupt with more of the same hellions swarming the group. Then, from behind them, Mikleo casts Twin Flow. They're weak against water! Mikleo is carrying the bow Divine Artifact and immediately asks Lailah to form a Sub Lord contract. Sorey is still against it, but Mikleo tells Sorey he doesn't understand Mikleo's feelings—Mikleo shares Sorey's dream of a future where humans and seraphim live in harmony. Alisha can now hear Mikleo and tells Sorey to hurry up and answer his friend as she holds off the encroaching hellions. Sorey finally relents and the two young men reaffirm their friendship. Lailah performs the rite (or a shortened version of it, since they don't have time) and the seraphs retreat into Sorey and out of harm's way in the nick of time.

Now, back to battle! Press L1 to Armatize with Mikleo and get a new form, complete with a shiny new bow weapon (which Mikleo will auto-aim at your selected target). Unleash several water attacks and finish off the hellions. Sorey is now able to de-armatize at will, and Alisha can now see and hear Lailah and Mikleo. Unfortunately, Sorey isn't looking so hot. Mikleo earns a new title: "Sub Lord Friend".

Take some time to set artes and titles if you wish. Then, head forward and take the right path to check out a Dropped Items Monolith and to open a chest with an Amber Circlet in it. Backtrack and explore the left path for a chest with Devil Wings, and then head to the star to check out the L waterfall.

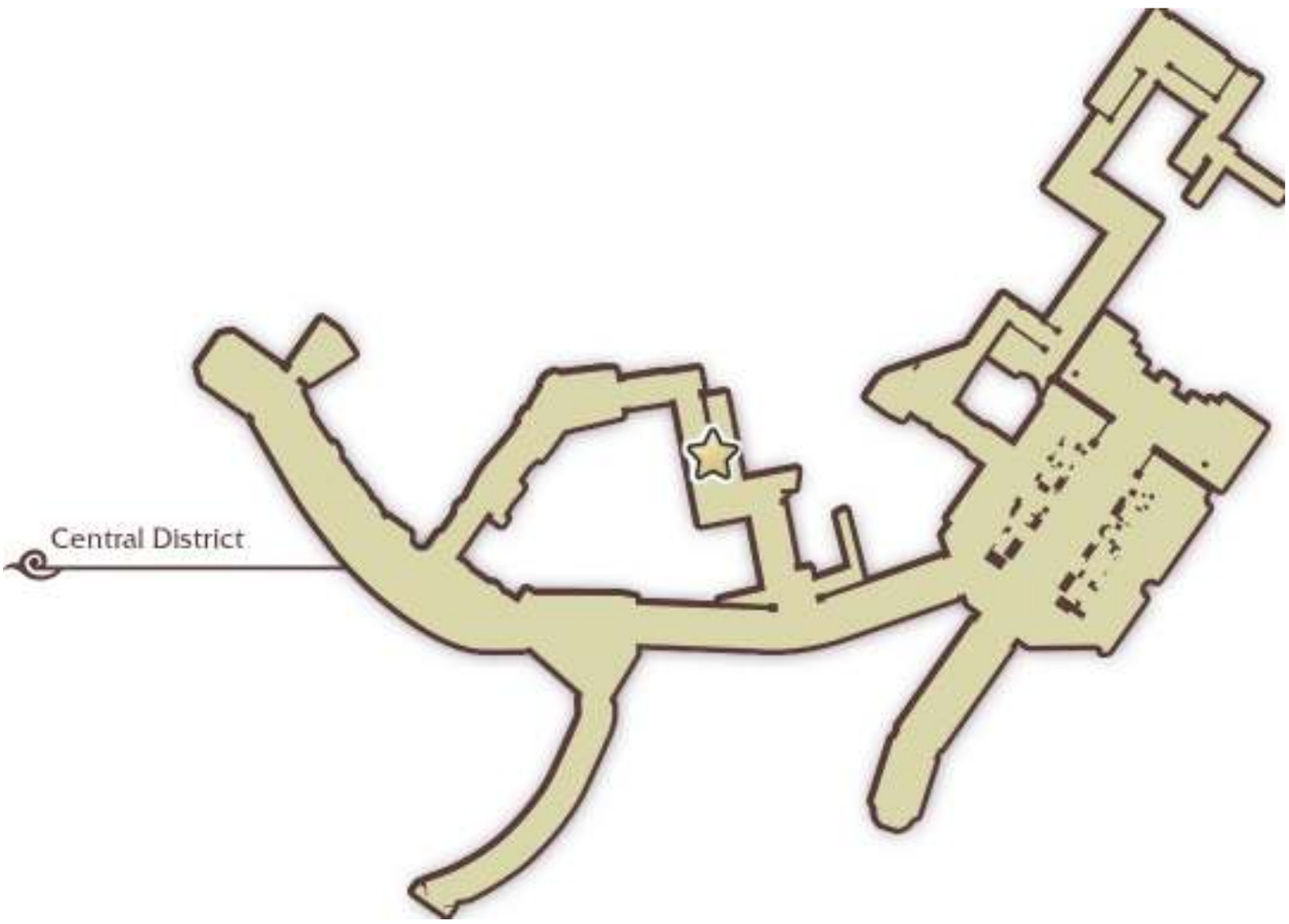
Lailah confirms the water isn't tainted, and asks Mikleo to freeze some of the water for them to take back. Just after he does so, the Earthen Historia suddenly shines and plays its memory. It is of someone writing the Celestial Record. Lailah tells them that there are many Earthen Historias scattered throughout the land, and Sorey gets excited before collapsing with a fever (due to the new contract with Mikleo, and the powers that came with it). Lailah suggests resting at the inn.

Save when the game prompts you to do so.

Sorey's fever abates after a day, and as he wakes, he hears Mikleo thanking Lailah for writing the letters that helped him follow the group to the Galahad Ruins. Sorey's still a bit wobbly but insists on resuming the search for Breunor and the Lord of the Land.

Search For Father Breunor

LADYLAKE, THE AQUAPOLIS



Let's do this one first since it's in town. Head to the star in the alley that loops around behind the inn. Father Breunor is there, speaking with a townsperson. She insists on paying the church for his guidance, and he tries not to accept it, but she insists

Tales of Zestiria

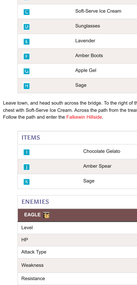
Part 1: The Path of the Shepherd

Falkewin Hillside

Search For A Seraph Who Will Become Lord Of The Land

LAKEHAVEN HEIGHTS

Near Great Morgan Falls
Abandoned Byllo
Entrance to Galahad Ruins
Mystic
Ladylake
Amoandight Tower Entrance
Ladylake Entrance
Routes that can be traversed using the Wind Rush map action.
Blocked paths that can be cleared by using the Glare's Strength map action.



ITEMS	
A	Life Bottle
B	Verbena
C	Soft-Serve Ice Cream
D	Sunglasses
E	Lavender
F	Amber Boots
G	Apple Gel
H	Sage

Leave town, and head south across the bridge. To the right of the path is an herb gathering point with Verbena and a treasure chest with Soft-Serve Ice Cream. Across the path from the treasure chest is a Monolith about Changing the Control Mode. Follow the path and enter the Falkewin Hillside.

ITEMS	
I	Chocolate Gelato
J	Amber Spear
K	Sage

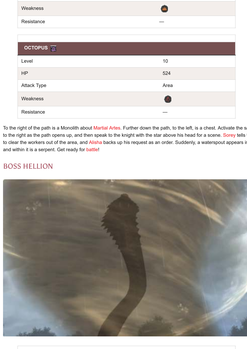
ENEMIES	
EAGLE	
Level	10
HP	628
Attack Type	Sneaky
Weakness	
Resistance	---

MARMOT	
Level	10
HP	576
Attack Type	Warp
Weakness	
Resistance	---

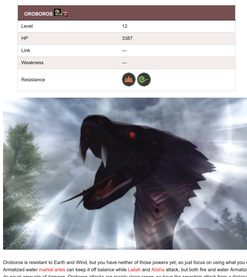
OCTOPUS	
Level	10
HP	524
Attack Type	Area
Weakness	
Resistance	---

To the right of the path is a Monolith about Martial Arties. Further down the path, to the left, is a chest. Activate the save point to the right as the path opens up, and then speak to the knight with the star above his head for a scene. Sorey tells the knight to clear the workers out of the area, and Alisha backs up his request as an order. Suddenly, a waterspout appears in the river, and within it is a serpent. Get ready for battle!

BOSS HELLION



OROBORUS	
Level	12
HP	3387
Link	---
Weakness	---
Resistance	

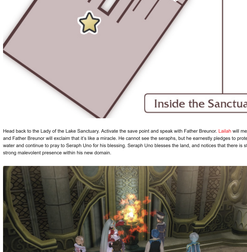


Oroboros is resistant to Earth and Wind, but you have neither of those powers yet, so just focus on using what you do have. Armalized water martial artes can keep it off balance while Lailah and Alisha attack, but both fire and water Armalized attacks do equal amounts of damage. Oroboros attacks are mainly close range, so have the seraphim attack from a distance with their seraphic artes. For a more tactical approach, control either Lailah or Mikleo yourself. Oroboros tends to focus attacks on one target, so if you get caught taking damage, switch to another character and have your previous character heighten defenses. Upon victory, you earn another Anomalous Orb and Windmaster Talisman: Gale.

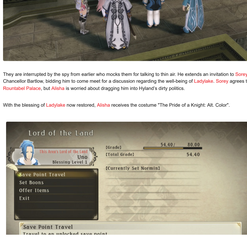
After the battle the hellion's purified form is revealed to be a seraph! Lailah explains what happens to seraphim that become corrupted by malevolence: eventually they turn into dragons. The seraph, Uno, is horrified that he became a hellion and destroyed a bridge. Sorey asks him to become Ladylake's Lord of the Lake, but the seraph is reluctant because of the strong malevolence in the area. They overhear the joyous chatter of the workers and the knights, and Uno agrees to give it a shot, commending Lailah on her choice of Shepherd. Alisha urges the group to return to Father Breunor, and as the scene ends, you see a spy listening in, dressed in clothes similar to that of the Hyland politicians.

Have Father Breunor Bless The Holy Water

LADYLAKE, THE AQUAPOLIS

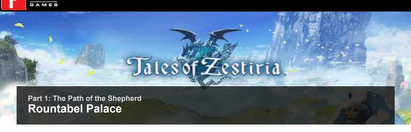


Head back to the Lady of the Lake Sanctuary. Activate the save point and speak with Father Breunor. Lailah will melt the ice, and Father Breunor will exclaim that it's like a miracle. He cannot see the seraphs, but he earnestly pledges to protect the water and continue to pray to Seraph Uno for his blessing. Seraph Uno blesses the land, and notices that there is still a very strong malevolent presence within his new domain.



They are interrupted by the spy from earlier who mocks them for talking to thin air. He extends an invitation to Sorey from Chancellor Bartlow, bidding him to come meet for a discussion regarding the well-being of Ladylake. Sorey agrees to go to Roundtail Palace, but Alisha is worried about dragging him into Hyland's dirty politics.

With the blessing of Ladylake now restored, Alisha receives the costume "The Pride of a Knight: Alt. Color".



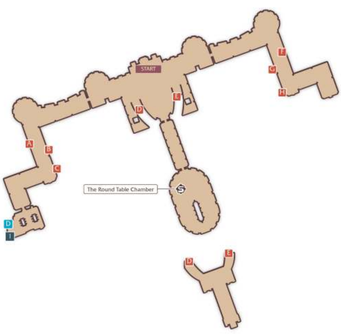
Part 1: The Path of the Shepherd

Rountabel Palace

Palace Intrigue

Head to Rountabel Palace through the Noble's District. At the entrance, the guards will be incredibly rude, but will lead Sorey and Alisha to a waiting room. Head inside.

ROUNTABEL PALACE

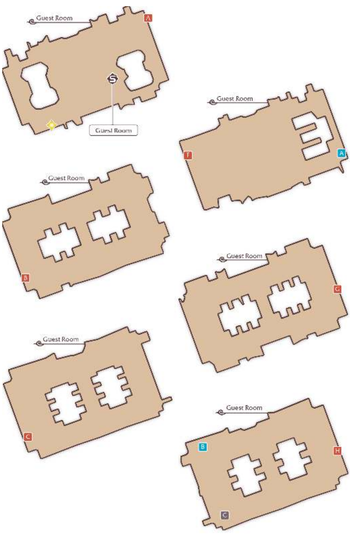


ITEMS

A	Soft-serve ice cream
B	Life Bottle
C	Chocolate Gelato
D	Rosemary

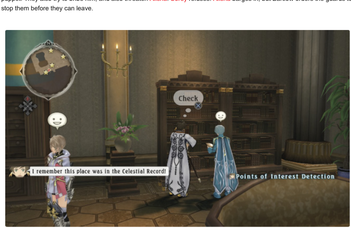
ENEMIES

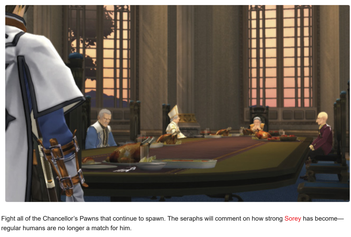
CHANCELLOR'S PAWN	
Level	10
HP	628
Link	—
Weakness	—
Resistance	—



Activate the save point, check out the bookshelf next to Mikleo for the "Rountabel Palace Bookshelves" discovery point and a cute skit, and then speak to each of your party members. Finally, speak to the guard at the door. Sorey is called for his audience, but Alisha is held back for a separate meeting about a different matter. Follow the guard and enter the hall where Bartlow is waiting.

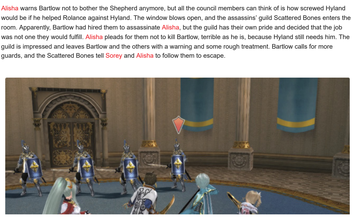
The big shots are all gathered. They are suspicious of the friendship between Sorey and Alisha, and want to find out if they're plotting something together. The council members threaten to denounce Sorey as a fake Shepherd if he doesn't become their puppet. They also try to bribe him, and also threaten Alisha. Sorey refuses. Alisha barges in, but Bartlow orders the guards to stop them before they can leave.





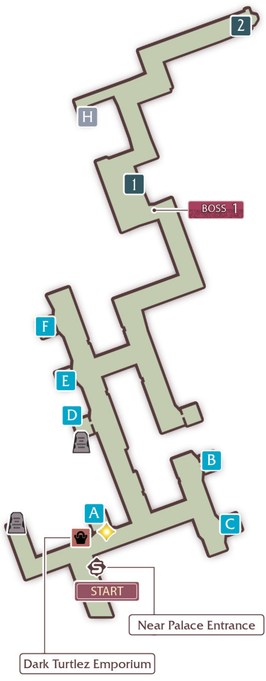
Fight all of the Chancellor's Pawns that continue to spawn. The seraphs will comment on how strong Sorey has become—regular humans are no longer a match for him.

Alisha warns Bartlow not to bother the Shepherd anymore, but all the council members can think of is how screwed Hyland would be if he helped Rolance against Hyland. The window blows open, and the assassins' guild Scattered Bones enters the room. Apparently, Bartlow had hired them to assassinate Alisha, but the guild has their own pride and decided that the job was not one they would fulfill. Alisha pleads for them not to kill Bartlow, terrible as he is, because Hyland still needs him. The guild is impressed and leaves Bartlow and the others with a warning and some rough treatment. Bartlow calls for more guards, and the Scattered Bones tell Sorey and Alisha to follow them to escape.



HIDDEN CONNECTIONS

VIVIA SUBTERRANEAN AQUEDUCT



ITEMS

A	Life Bottle
B	Lavender
C	Anthem Ribbon tie
D	Verbena

E	Apple Gel
F	Elven Crown
G	Chocolate Rusk

ENEMIES

LAMIA

Level	12
HP	1050
Attack Type	Adaptive
Weakness	
Resistance	

BAT

Level	8
HP	270
Attack Type	Sneaky
Weakness	—
Resistance	—

CENTIPEDE

Level	8
HP	310
Attack Type	Long Reach
Weakness	—
Resistance	—

ORC

Level	12
HP	931
Attack Type	Weapon
Weakness	
Resistance	—

PIG HEDDIN

Level	12
HP	411
Attack Type	Teleport
Weakness	
Resistance	—

SLIME

Level	8
HP	223
Attack Type	Shoot
Weakness	—
Resistance	—

BOSS Hellion

ECHIDNA

Level	12
HP	3383
Attack Type	—
Weakness	—
Resistance	

Even Alisha didn't realize there was a passageway leading into the Vivia Subterranean Aqueduct! Activate the save point and shop at the Dark Turtlez Emporium if you wish. Follow the left path to reach a Monolith. Head back and along the path to the right, stopping to get a Life Bottle from the open jail cell on the left of the path. Check the cell for a Discovery Point: "Ancient Underground Dungeon", and a skit: The Underground Dungeon. The two cells ahead contain Lavender (left) and a treasure chest holding Anthem Ribbon Tie (right). Follow the path to the left and pick up Verbena in the cell along the left, as well as a Monolith. The next cell holds a chest with an Apple Gel. The cell at the end of the walkway holds a chest with an Elven Crown. Continue exploring, but ignore the last cell on the right—it's empty. Head down the stairs until you reach the star.

A boss hellion! An Echidna, accompanied by three Lamia. Armatize and use water attacks to keep the hellions still while Alisha and Lailah lay in on the damage (make sure to hold off on your hidden artes if she starts to charge a seraphic arte), or just attack as Sorey and use a constant barrage of martial artes to interrupt her spells and capitalize on her weakness to physical attacks. Stay out of the way of her Screwtinner attacks when she winds up like a corkscrew to knock back everyone in her path. You get another Anomalous Orb for defeating her.

After the battle, Sorey realizes that they're in part of the Aqueduct ruins, and is excited that Ladylake was built over such an extensive old ruin.

Light the 1 torch with Silver Flame before proceeding onward (if you forget to do this, you'll have to backtrack because the exit door won't open until you light both torches). When you reach a door, light the 1 torch next to it and proceed through. Things should be getting familiar! Follow the path and drop down the ladder, and then head left to return to town. (The real question is, how did the Scattered Bones members make it out without using Silver Flame to open the door?)

As they exit, Sorey falters. They decide to head to the inn to rest. Alisha tells them she has decided to go to Marlind, the city decimated by a plague. Sorey decides they can all go together since Alisha will need their help to get there anyway. Alisha's title "Princess Disciple" levels up to "Patriotic Princess".

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Part 1: The Path of the Shepherd

Rayfalke Spiritcrest

Griflet Bridge

Shop, eat, etc if you wish. Then, head to the Griflet Bridge. You can't fast travel there right now since the save point is greyed out in the menu, so you'll have to travel on foot.

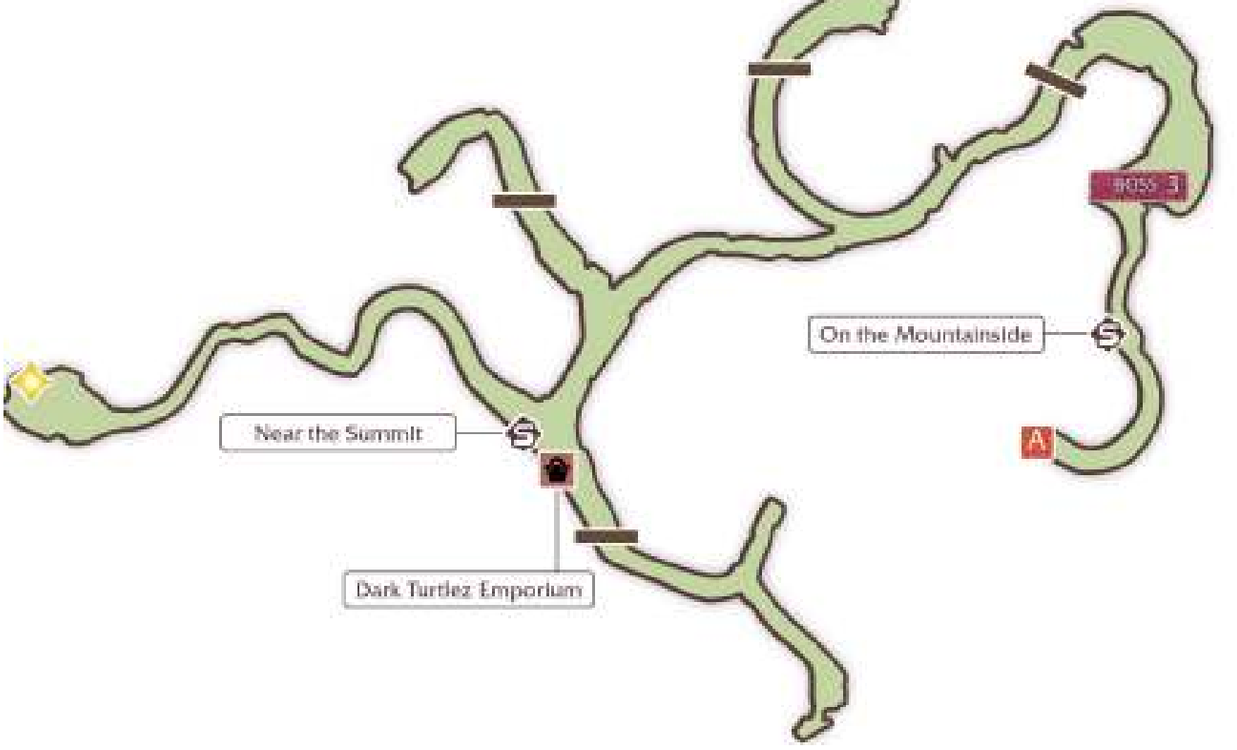
Approach the star in the Falkewin Hillside to see that no work has been done on the bridge yet. Alisha takes off to investigate. At the save point, the skit: Fixing the Bridge, becomes available. Head over to speak with the old man staring out at the river with a star above him. His name is Neif, a representative from Marlind. He's trying to get medical supplies back to Marlind, but the bridge is out. He asks Sorey to take the medicine over, but Lailah stops Sorey from agreeing. Neif apologizes for treating a Shepherd as a messenger, and thanks him and the seraphim. Sorey tells the man that he'll search for a solution. They decide to search for an earth seraph who can help them build a strong foundation for the bridge—they've been trying to fix it but the foundations for the columns keep getting washed away. Lailah mentions that an earth seraph is said to live on the Rayfalke Spiritcrest.

Speak to Alisha and Sorey will tell her the plan. Alisha decides to stay at the bridge to help those there. Sorey and Mikleo tell her to leave the rest to them, but as they finish talking, Neif approaches and warns them not to go to Spiritcrest because there is a legend of a dragon who lives there. They discuss the legend of the Eight Serpents, dragons who betrayed the seraphim. Sorey says they need to go, regardless, and thanks Neif for his advice.

Save if you wish, then head up the hill.

Search For The Earth Seraph

RAYFALKE SPIRITCREST



ITEMS

A	Sage
B	Chamomile
C	Saffron

Enemys

HARPY

Level	14
HP	1147
Attack Type	Super Jump
Weakness	
Resistance	

ARMADILLO

Level	14
HP	897
Attack Type	Charge
Weakness	
Resistance	—

ORC	
Level	14
HP	931
Attack Type	Weapon
Weakness	
Resistance	—

BOSS Hellion

MOUNTAIN TROLL	
Level	56
HP	7823
Link	—
Weakness	—
Resistance	—

At the base of the Spiritcrest, immediately look to the right and pick up some Sage. Activate the save point and save if you wish. You can also view a skit: The Spiritcrest, the Dragon's Lair. Check the Monolith, and then proceed up the hill to the star.

A Mountain Troll awaits. Fuse with Mikleo and captialize on the troll's weakness to artes by attacking from long range, safe from the troll's heavy club swings. After some ineffective hits, a newcomer appears.

BOSS	
ZAVEID	
Level	14
HP	4509
Link	—
Weakness	—
Resistance	

Enter: Zaveid and his spirit-shooting gun. He shoots himself in the head with it and a swell of wind magic power suddenly engulfs him. He shows off with a mystic arte, and then shoots the troll to kill it. Sorey, Mikleo, and Lailah are appalled that he killed the hellion. Zaveid approaches the now human body saying that death is a salvation too, for some. He tells Sorey that if he wants to save people, he'd better get powerful enough to win against strong hellions like the troll. He teases them and warns them about the dragon, saying that if they're not careful they'll be killed and eaten. He's surprised to hear that they haven't come to kill the dragon—apparently that is Zaveid's goal, although he decides that he's not ready to battle it yet. Instead, he's going to test Sorey.

Be careful—Zaveid's fast attacks can stun. If he gets in range to attack, block or dodge with a quickstep. Armatize and lay into him until a cutscene interrupts. He backs off, and Lailah agrees that there's no reason for seraphs to fight each other. Zaveid takes off, telling Sorey to confirm the dragon's existence with his own eyes if he wants to know.

To the left, you can pick up Chamomile. You can choose to approach the dead body that was the troll, or leave it there. If you approach it, Sorey will bury it and put a grave marker with stones over it. If you don't, you'll bury it later on your way down the mountain.

TIP

Fight the enemy Armadillo for the first part of the Sub-Event: The Perfect Curl.

BOSS	
MALE ASSASSIN	
Level	14
HP	1408
Link	—
Weakness	—
Resistance	—

Continue up the mountain until another cutscene triggers. One of the Scattered Bones assassins appears and challenges Sorey, attempting to confirm if he's the real deal or not. A few barrages of artes will end the battle quickly. As Sorey approaches him, a dagger is thrown at his feet, warning him away. Another assassin appears with a wind arte to collect her companion.

Head up the mountain and take the left branch to collect Saffron. Return to the main path and examine the shrine for a cutscene, and then check it afterward for a Discovery Point: "Rayfalke Shrine", and a skit: The Small Shrine with Flowers.

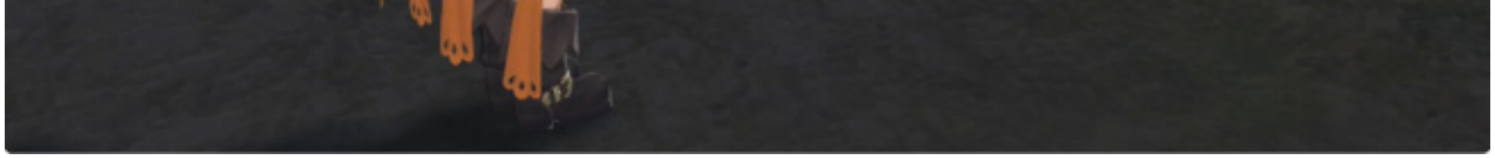
Continue up the path, ignoring the right branch. Around the curve, stop at the Monolith on the right to learn about Switching Seraphim. Continue your climb and activate the save point. Use it if you wish, and check out the skit: "The Mysterious Seraph". Keep going until you reach the star.

BOSS Hellion	
EIZEN (1)	
Level	80
HP	56112
Link	—
Weakness	—
Resistance	

Suddenly, a strong domain appears. Lailah suggests they flee, but before they can, a dragon appears. Lailah wasn't sure if the legend was true, since a dragon did not live on the mountain wasn't a dragon there the last time she travelled there. Distressed, she calls out to it, asking if it is Edna, but a voice behind her says it's not.

Enter: Edna! She causes a large boulder to block the dragon's path to the group, and calls the dragon "brother". The dragon breaks through, and Edna tells them to run. Don't bother trying to win the battle, just choose the Escape/Flee option and get the hell out of dodge.

Lailah embraces Edna happily, and Edna asks Sorey what he needs her for. Sorey asks her to lend her power to help rebuild the bridge. She refuses, saying she hates humans and that she can't leave her brother, Eizen, alone. Lailah explains that there's no known way to purify a dragon; you can only kill it. Sorey encourages Edna to move away from the mountain at least, for her safety, but she takes off.



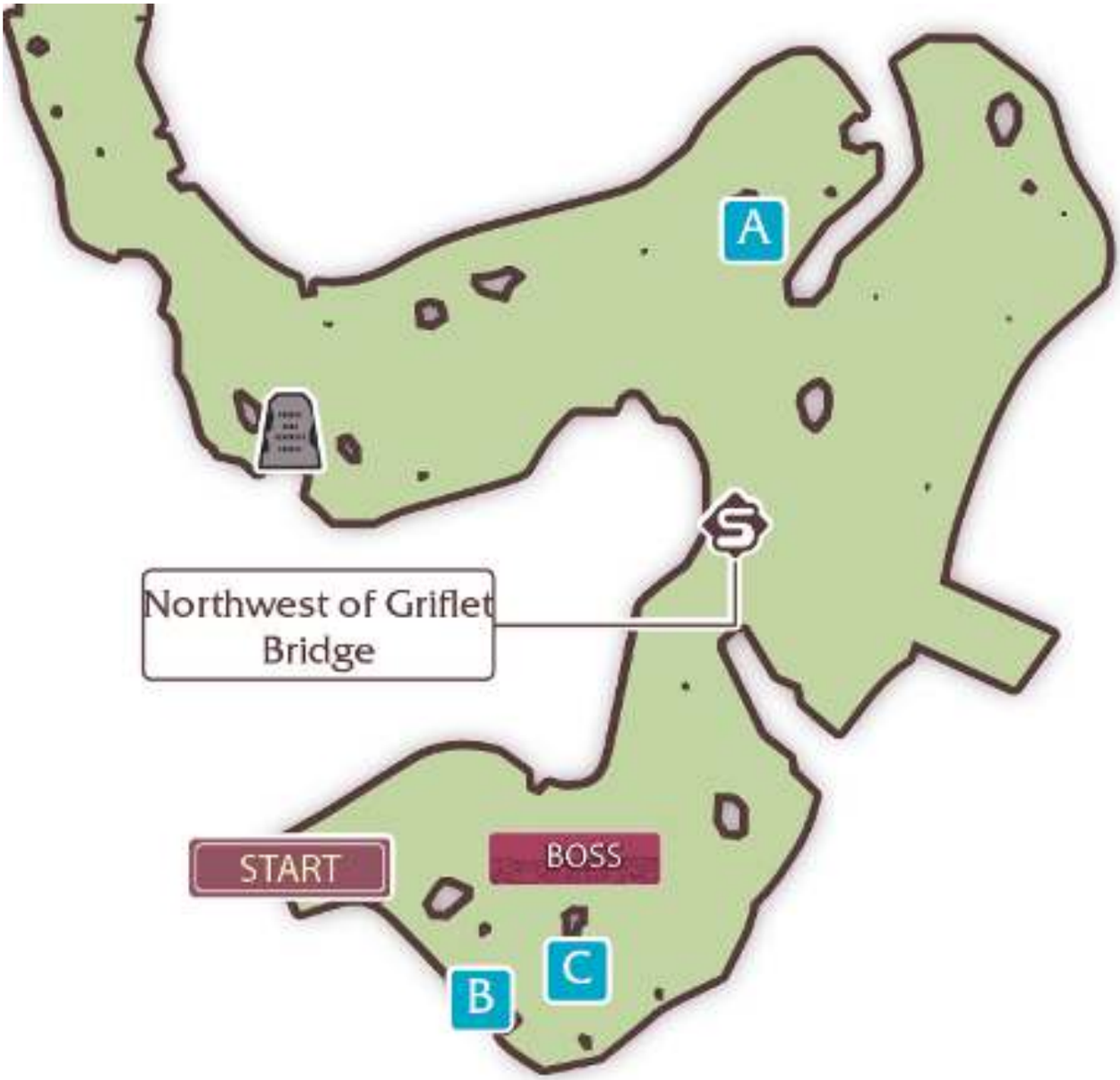
Escape
952
868

Take a moment to check the Monolith to the right if you haven't already. Head down the path to see Edna staring at the grave Sorey dug. If you didn't dig the grave, you do so now and Edna approaches when it's done. She's moved, and after Sorey offers to help her search for a way to save Eizen, she finally relents and agrees to join the party. She makes the Sub Lord contract with Lailah, saying she hates humans, but not Sorey. However, he must promise to help her find a way to save Eizen. She also pulls out a Divine Artifact (gauntlet) and hands it over.

Head down the mountain to trigger a skit. Seems like Edna's going to keep the party pretty lively with her deadpan humor and merciless teasing.

A Display Of Power

FALKEWIN HILLSIDE



ITEMS

A	Chocolate Gelato
B	Sage
C	Amber Spear

ENEMIES

EAGLE	
Level	10
HP	628
Attack Type	Sneaky
Weakness	
Resistance	—

MARMOT	
Level	10
HP	576
Attack Type	Warp
Weakness	
Resistance	—

OCTOPUS	
Level	10
HP	524
Attack Type	Area
Weakness	
Resistance	—

BOSS

FEMALE ASSASSIN	
Level	14
HP	2626
Link	—
Weakness	—
Resistance	

The leader of the assassins' guild appears.

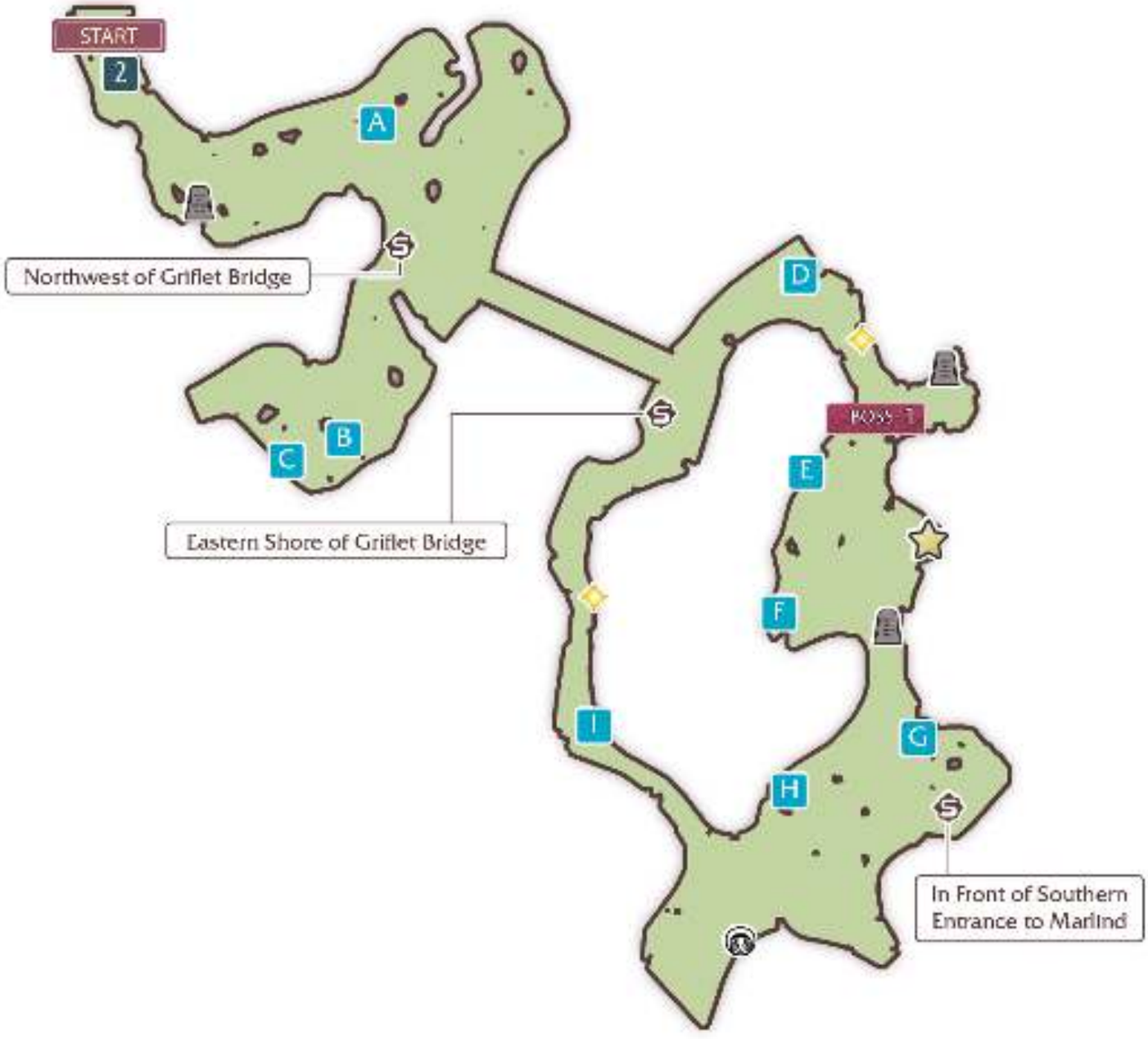
Lailah recognizes Dezel and mentions that he used to run with a mercenary group; she's surprised he's with a group of assassins now.

Part 1: The Path of the Shepherd

Marlind, the City of the Great Tree

A City Of Plague And Malevolence

FALKEWIN HILLSIDE



ITEMS

A	Apple Gel
B	Amber Spear
C	Verbena
D	Apple Gel
E	Verbena
F	Amber Ribbon Tie
G	Lavender
H	Backpack
I	Chamomile

BOSS HELLION

HORUS

Level	24
HP	9093
Link	—
Weakness	—
Resistance	

EAGLE

Level	10
HP	628
Link	—
Weakness	
Resistance	—

MARMOT

Level	10
HP	576
Link	—
Weakness	
Resistance	—

OCTOPUS	
Level	10
HP	524
Link	—
Weakness	
Resistance	—

TIP

At the save point, the skit When Alisha Met Edna is now available.

TIP

If you turn right and follow the path, you'll soon see some squirrels atop a boulder. Check them out for a Discovery Point and a skit. You'll want to do this now, while Alisha is still in your party, since the skit will no longer be available afterwards.

Now that you've made it across the river, activate the save point (Eastern Shore of Griflet Bridge). Head left for the fastest route to Marlind. Along the way, pick up the Apple Gel from the chest as the path bends right, and check the little shrine on the left after the bend for the "Roadside Guardian" Discovery Point and the skit The Roadside Shrine. Avoid the boss hellion for now (the large bird hellion with the dark malevolence surrounding it), it won't chase you. Go around it into the little side area it's protecting to check out the Monolith there, though. Then, head through the first set of city gates along the left side of the main path and enter Marlind.

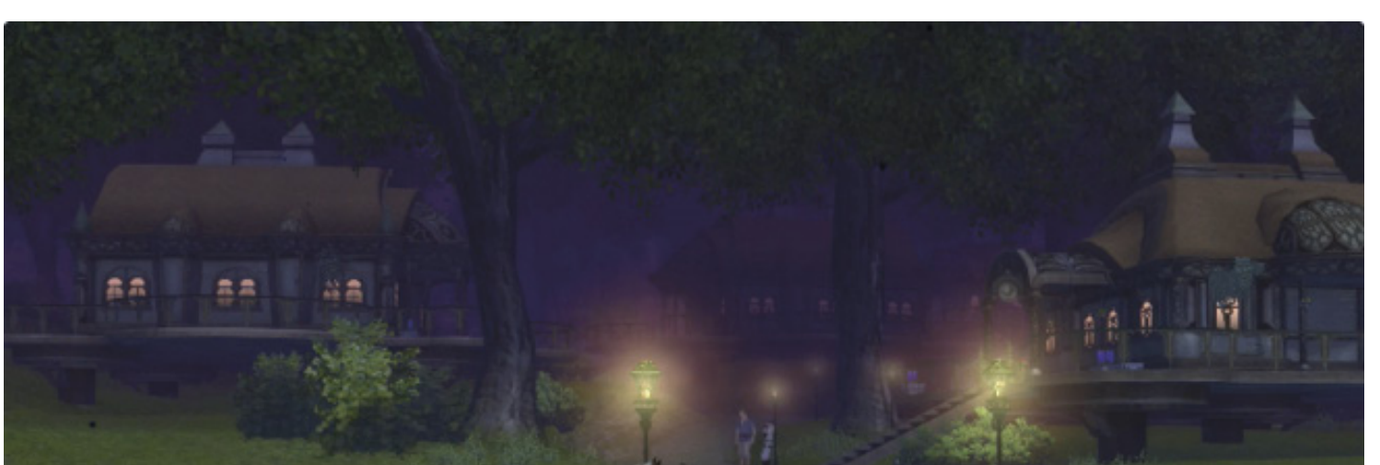
MARLIND, THE CITY OF THE GREAT TREE

ITEMS

A	Calcite Sword
B	Rosemary
C	Verbena
D	Life Bottle x2
E	Anthro Ring
F	Lavender
G	Calcite Circlet
H	Shabby Spear

BOSS HELLION

HOUND DOG	
Level	17
HP	2303
Link	—
Weakness	
Resistance	



Within the city, it's clear to the party that the town is in bad shape. The plague is now hellionized, spreading as the gathered malevolence takes hellion form and enters the townspeople and the local dogs. Dispatch the two Hound Dogs that attack as you enter, and then explore the dark town and begin the cleansing process.

Before moving into the town proper, look behind you to see the ominous head of a Hell Hound hovering in the air just off the path. Burn away this malevolent effigy with a flash of Silver Flame.

Head to the Wontiga Inn, the first building on the right, and activate the save point within. Stay at the inn to trigger a skit about Fusion, in which Edna will learn how to use the Fusion support skill from Lailah.

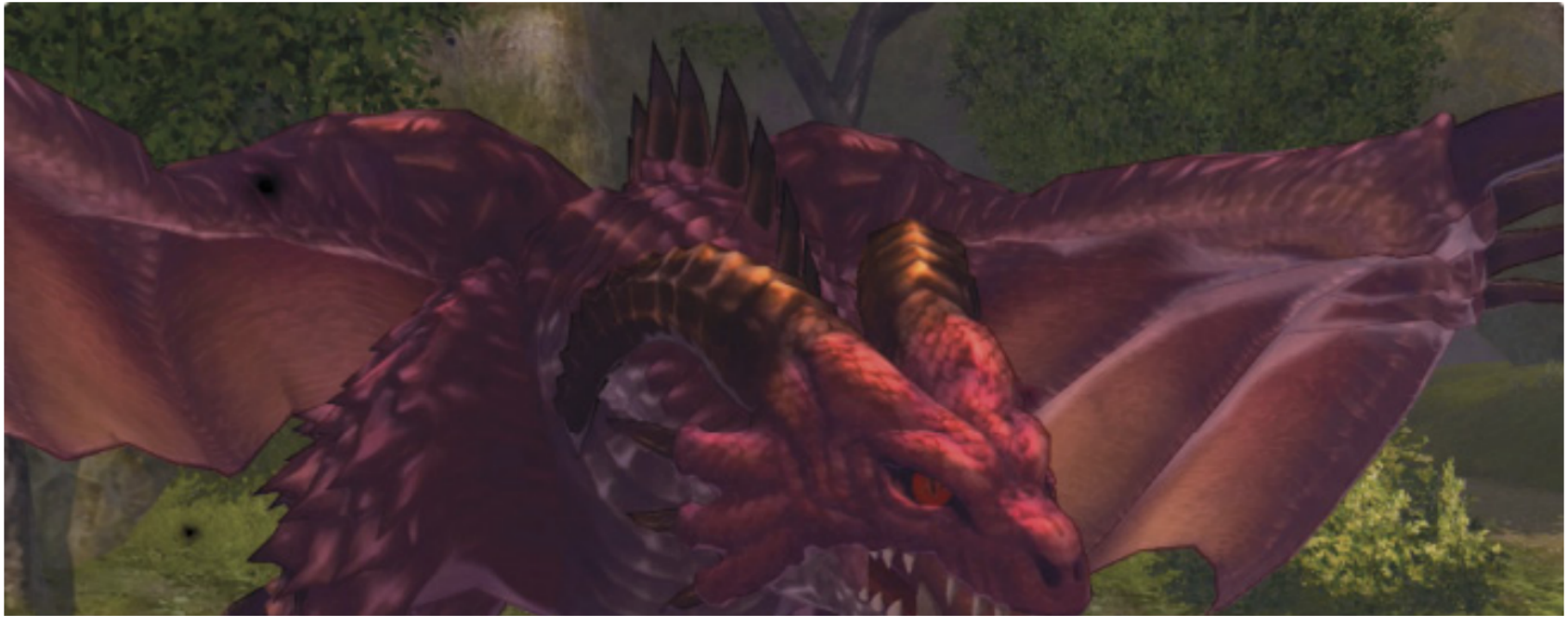
Outside the weaponsmith is a Monolith extolling the virtues of Fusion, entitled “When the Going Gets Tough”. Take stock of your equipment and make any purchases or fuse your gear as needed.

Activate the Save Point (Near Southern Entrance) on the path, and take a right toward the Southern Entrance to burn away another Hell Hound head.

Head back and continue past the Save Point, but stop to climb the stairs on your right and buy a new map (Adventure Map: Town of the Woods) from the Turtlez on the balcony.

The clearing at the end of the path contains another floating Hell Hound head, so take care of that before following the path left and heading to the Sanctuary. Inside the Sanctuary, Alisha and Sorey hand over the Plague Medicine they brought, and the situation seems grave. Leave the Sanctuary to see the dark form of a dragon-shaped hellion against the cloudy sky. It lands in the clearing by the Great Tree.

Head over to the star on the map. It seems that the Drake is feeding off of the city's malevolence. It catches sight of the party, and the group takes shelter in the Sanctuary. They form a plan of attack: first, weaken it by purifying the town's malevolence, and then find a way to bring it down from the sky.

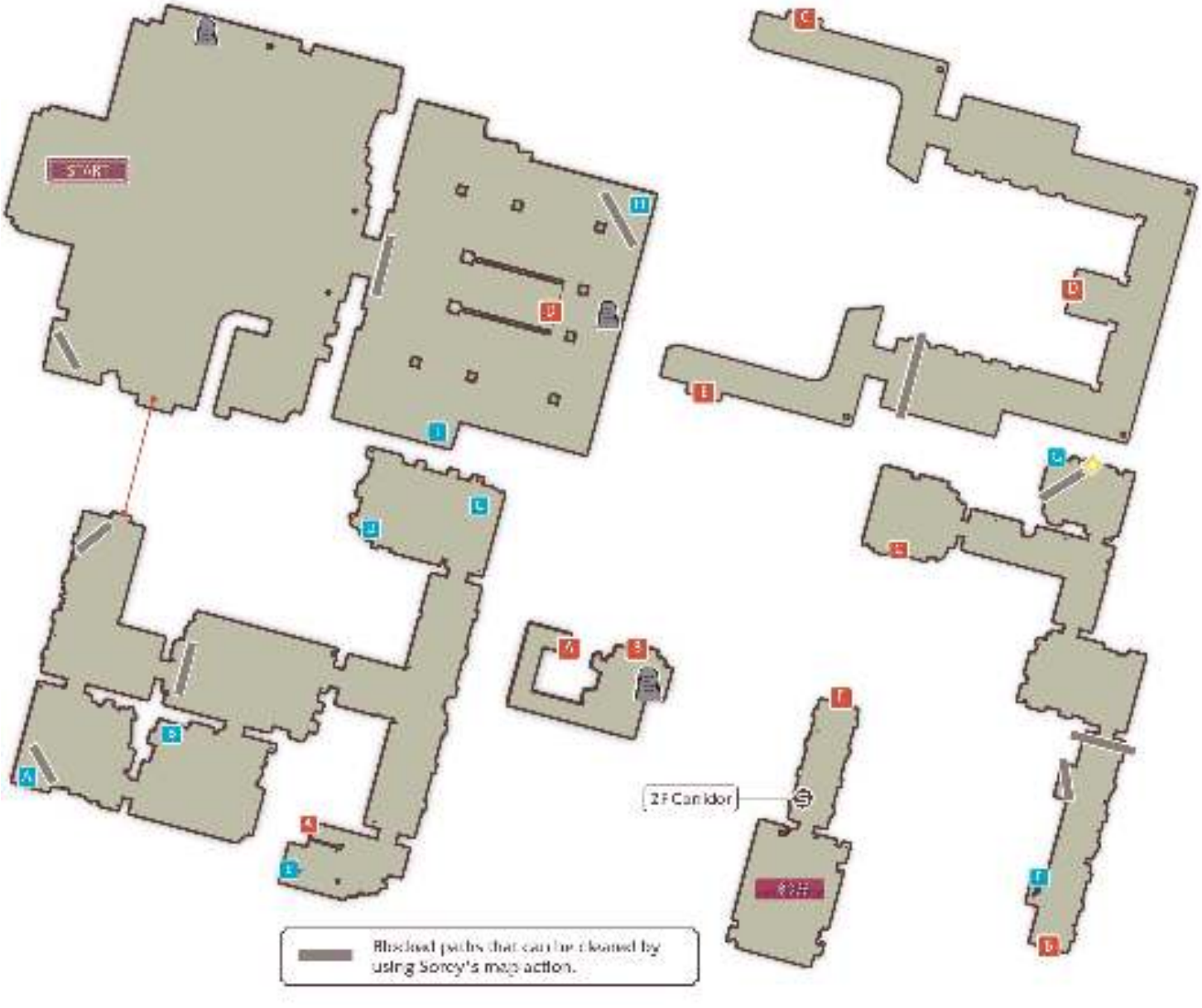


Part 1: The Path of the Shepherd

Dumnonia Museum

Desperate Times; Ransacked Relics

DUMNONIA MUSEUM



ITEMS

A	Apple Gel
B	Shabby Spear
C	Apple Gel
D	Life Bottle
E	Saffron
F	Calcite Boots
G	Calcite Hairband
H	Soft-Serve Ice Cream
I	Rosemary

ENEMIES

SCORPION

Level	15
HP	808
Link	Pierce
Weakness	
Resistance	—

PIXIE

Level	15
HP	979
Link	Support
Weakness	
Resistance	

SPIDER EDGE

Level	15
HP	950
Link	Super Jump
Weakness	
Resistance	—

Haunting giggles and eerie writing set a very unnerving atmosphere. Explore each room on the lower level before heading upstairs to do the same; with the locked doors, there is only one set path you can follow through the museum. Don't forget to find the Discovery Point: "Statue of the Conqueror" in the upstairs side room, or to search beneath the staircase for the Monolith, treasure chest, and herb before crossing over to the final hallway. Activate the save point, and then head into the final room for a boss battle.

BOSS HELLION	
KNIGHT ARTHUR	
Level	17
HP	7621
Link	—
Weakness	
Resistance	

This battle is tough, but with Edna's help you can bring the animated suit of armor to its knees. Use Edna's ranged attacks to keep the foe staggered while doing sizable amounts of damage. Interrupt any casting with Sorey's martial artes, and let Lailah help chip away at the enemy's HP using her arte attacks since they'll deal more damage; with its Resistance to water, Mikleo will be better used as a support character for this battle. Armatize with Edna and don't be shy about using BG to unleash some Banish Blasts to deal additional damage to speed the battle along. If you need to get in close, it's best to armatize with Edna and use Rock Satellite first, as this will allow you to stagger your enemy when you get close enough, while also providing some protection.

After the battle, the enemy is revealed to be… a normin! These cute little guys are very useful, and now that Atakk is back to his normal self, you can begin hunting down all 50 of the normin scattered across the continent. Once found, normin can be assigned to areas in order to increase the chances of item drops with their particular skills attached. This is very useful for fusing, so if you want to get the most out of your equipment, make sure to set normin before farming for item drops.

After the battle, Alisha's titles: "Lance Piercer", "Lance Fender", and "Lance Duelist" increase in rank. Follow Atakk to the entrance of the museum as he recalls his sad story of becoming a hellion. He'll want to be left alone, so leave the museum for now. Edna tells you to go to the base of the great tree, where the party waits as she goes back to talk to Atakk alone.

Purify The Drake

MARLIND, THE CITY OF THE GREAT TREE

ITEMS	
A	Calcite Sword
B	Rosemary
C	Verbena
D	Life Bottle x2
E	Anthro Ring
F	Lavender
G	Calcite Circlet
H	Shabby Spear

BOSS HELLION	
DRAKE	
Level	19
HP	7075
Link	—
Weakness	
Resistance	

After talking to Edna, Attak offers to help you purify the Drake. The weapon shop is closed for now, but the inn is open if you need to heal. Otherwise, head to the house at the edge of the large clearing. There, from the roof, Mikleo and Sorey armatize and take aim at the circling Drake. With Atakk's power boost, the arrow strikes true and brings down the young dragon.

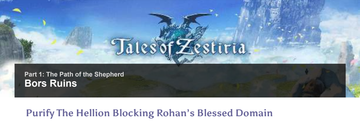
You've managed to bring it down, but now you've got to take it out. Unfortunately, this hellion is resistant to the elemental powers of your current seraphs, so this will be a tough battle. You begin the battle armatized with Mikleo, but you'll want to split up and use all armatization mainly for healing. Hitting foes with their resistance uses more of your SC and increases their chance to guard, so you'll want Alisha and Sorey to lay in with their Non-Elemental artes (or better yet, Sorey's wind martial arte True Fang) until they trigger a Power Combo to negate its resistance. When it's in flight, try to knock it down. Low-hitting attacks won't do much good while he's aloft, but will be more effective when he's grounded. If you have artes that are effective against winged or dragon-type enemies, use those liberally (Sorey's Trihawk and Earth Dragon Fang, Alisha's Dragon Floret, and Lailah's Twisting Dragon are good choices). Also, the Drake uses a lot of powerful hidden artes that will leave you vulnerable if you're using your martial artes, so always allow yourself the chance to guard or dodge.

After the battle, the purified Drake is restored to his former self: Seraph Rohan. The ashamed seraph agrees to become the area's Lord of the Land using the city's Great Tree as a vessel, but a powerful nearby hellion is preventing him from expanding the blessed domain. For now, rest at the inn and regain your strength.

Mercenaries For Hire

In the morning, the Sparrowfeathers arrive in town, bringing with them the shipment of Plague Medicine from Neif. Rose passes on a message from Neif about mercenaries who may be able to help Marlind while reinforcements are being gathered from the capital, and Sorey and Alisha decide to ask them to protect the city while they hunt down the nearby hellion.

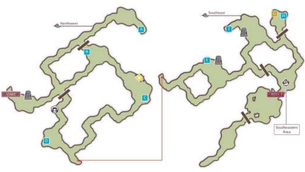
Head over to the star on the map. The mercenaries just finished taking care of some hellionized wild dogs, and Sorey asks for their help. The leader, Lucas, sets a price of 5000 gald for the job. If you don't have enough, you can come back after selling some items. Once you agree to the price, Lucas will accept the job and return 2500 gald. Now you can leave the city! Before leaving Marlind, check out the Great Tree—now that the Lord of the Land is restored, you can find the Discovery Point: "Flowers of the Great Tree." You'll want to find it now while you can still catch the skit.



Purify The Hellion Blocking Rohan's Blessed Domain

Activate the Falkewin Hillside save point in Front of Southern Entrance to Marlind if you haven't already, and then head to the left to enter the Bors Ruins next to town.

BORS RUINS



ITEMS

A	Hanging Hair (Left)
B	Sage
C	Elixir
D	Bamboo Stack
E	Apple Gel
F	Thorny Vest
G	Spear of Impending Death
H	Lavender

ENEMIES

PLANTUS	
Level	18
HP	1442
Attack Type	Pierce
Weakness	—
Resistance	—

EAGLE	
Level	10
HP	628
Attack Type	Sneaky
Weakness	
Resistance	—

SPIDER EDGE	
Level	15
HP	950
Attack Type	Super Jump
Weakness	
Resistance	—

BOSS HELLION

EVIL PLANTASM	
Level	19
HP	4775
Link	—
Weakness	
Resistance	

In the Eastern corner lies the remains of a building, which you can check for a Discovery Point("Husk of an Ancient Structure") and a skit. You can explore some of the other paths, but you'll have to come back again later once you have Edna's map action unlocked to clear the boulders. If you collect the treasure chest holding an Elixir, you'll catch a skit about the mysterious substance. That information might be useful in the future...

Head to the star in the next area, and activate the save point just before it. Get ready for a boss battle!

This battle is easier than the battle against the Drake, but don't let your guard down—literally. This hellion's attacks are fast, have a sizable range, and are backed by a huge Arte Attack stat, so guard whenever you're not pushing the attack. Getting caught by its swinging arms can easily whittle down a party member's HP to zero, so keep a close eye on HP levels and administer gels or restorative artes as needed. It's resistance to Water and Fire will make Edna the better seraph to have in battle, but it is also weak to Non-Elemental artes and has extremely low Defense stats. As long as Alisha or Sorey consistently hit it with a Power Combo from their martial artes, the resistance shouldn't be too much of a problem.

Take out the smaller hellions first, as these little plants all feed power to the boss hellion through their Power Link. Focus on staying out of the way of the Evil Plantasm's attacks, and command your allies to spread out, minimizing the chances of more than one ally being attacked by the boss before you've had a chance to defeat the smaller plants.

TIP

Alisha is about to part ways with Sorey, so this is your last chance to have her in the party for a very long time.

Once you defeat it, Sorey will turn to the rest of the party in relief, unable to see the hellion's final attack. Mikleo and Alisha move to protect Sorey, and are swatted aside by the Plantasm. Sorey armalizes with Lailah to deal the finishing blow, but Alisha was almost killed by the last attack. Armed with the knowledge that Sorey is physically suffering from her inadequacies as a Squire, Alisha doubts her place at Sorey's side.

Mikleo titles: "Staff Wielder", "Water Master", and "Water Caster" increase in rank.

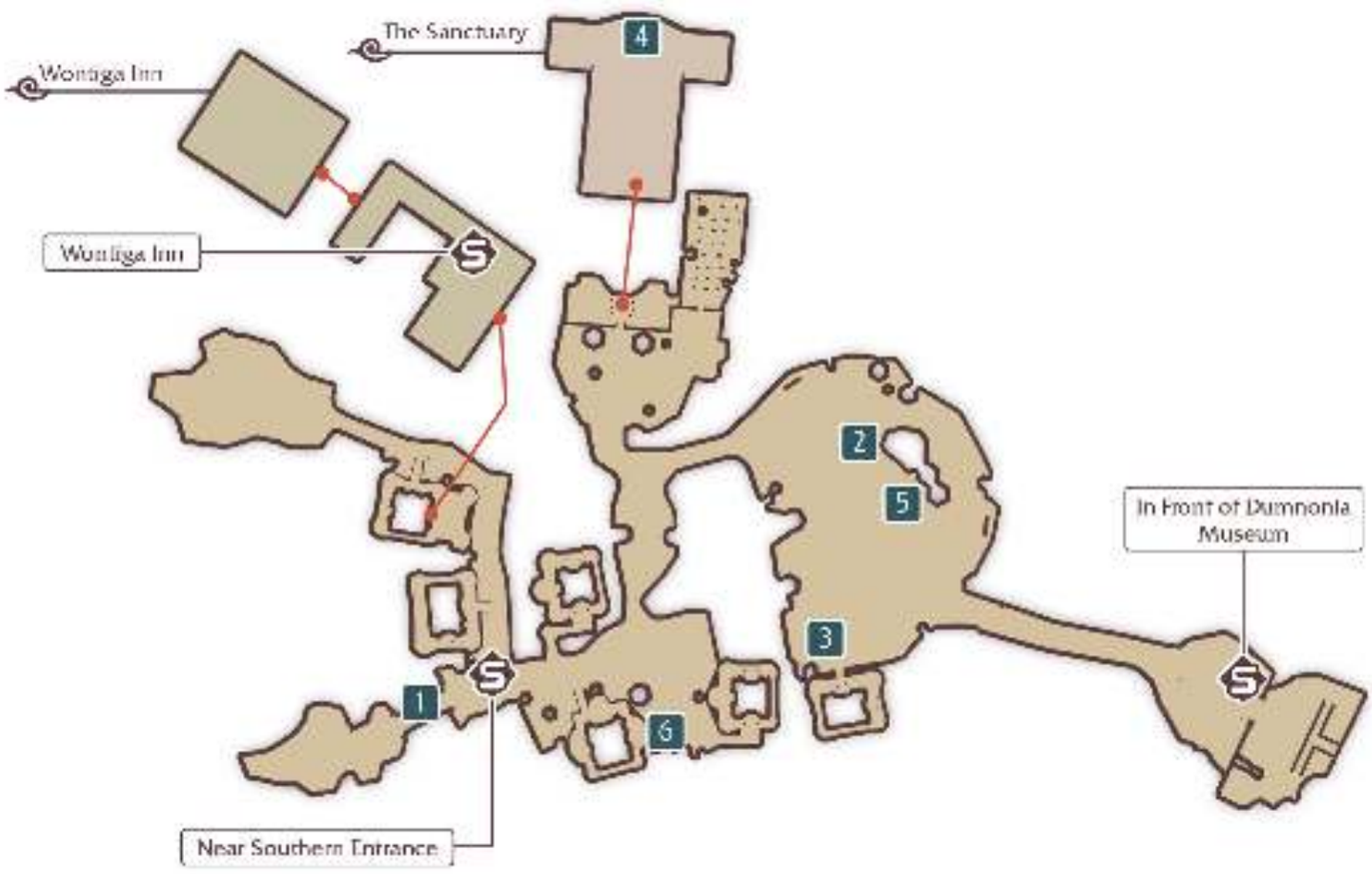
MARLIND, THE CITY OF THE GREAT TREE

Part 1: The Path of the Shepherd

Glaivend Basin (1)

A Meeting On The Battlefield

MARLIND, THE CITY OF THE GREAT TREE



Make your way 1 toward the Southern Entrance as a rider approaches. The weary Hyland knight passes on a warning that the Rolance Empire has started a war! Rolance troops are attacking at the border. Sorey stealthily uses a restorative arte to give the messenger the strength to bring his warning back to Ladylake, and then heads back into town as the rider leaves.

At the news of war, Lucas and his men begin their preparations to offer their services to the Hyland troops. Approach 2 Lucas, and Sorey requests his help to evacuate the townspeople instead of sending his men to war.

Before speaking to him again, there are two purple stars available on the map. If you haven't approached them already, head first to the purple star to give 3 Neif the Key to the Library that you got from Agatha. This is also the start of the "Blue Valkyrie" Sub-Event, and you can now find the skit "Alisha and Maltran" at a save point.

Neif offers Sorey the Iris Gem that the village has. Collect it from the 4 sanctuary's dais.

Speak to either the 5 man near the Great Tree or the 6 group of kids in town to learn that there are “sparkling stones” in the Bors Ruins.

Head back to the Bors Ruins and collect the 7 Iris Gem there. It'll be next to the Discovery Point: "Husk of an Ancient Structure," marked by a purple star.

BORS RUINS

ITEMS

A	Hanging Hair (Left)
B	Sage
C	Elixir
D	Bamboo Stack

ENEMIES

PLANTUS	
Level	18
HP	1442
Link	Pierce
Weakness	—
Resistance	—

EAGLE	
Level	10
HP	628
Link	Sneaky
Weakness	
Resistance	—

SPIDER EDGE	
Level	15
HP	950
Link	Super Jump
Weakness	
Resistance	—

Once you're ready, return to Marlind and speak to Lucas. Head to Griflet Bridge with the townspeople and the mercenaries.

FALKEWIN HILLSIDE

Commander General Landon stops the crowd and calls out the Shepherd. He forces Sorey to fight for Hyland, using the threat of Alisha's execution to blackmail him into agreeing.

Before heading to the battlefield, speak with Rose, Eguille, Neif, and some of the Marlind townspeople. They give Sorey a pep talk and promise to go directly to Ladylake to petition for Alisha's release. You can head back across the bridge if there was anything you forgot to do in Rayfalke or Ladylake, or even in Elysia—Gramps won't be there, but you can chat with the other seraphim or rest at Sorey's House for free. Make sure you are satisfied before heading to Glaivend Basin, as there will be no coming back to the Hyland portion of the continent for quite some time once you head into battle.

GLAIVEND BASIN

ITEMS

A	Devil Tail
B	Holy Bottle
C	Apple Gel
D	Saffron
E	Azure Blue
F	Chocolate Rusk
G	Verbena
H	Chamomile
I	Apple Gel

Enemy

ROLANCE SWORDSMAN	
Level	18
HP	798
Link	—
Weakness	—
Resistance	—

ROLANCE SPEARMAN	
Level	18
HP	798
Link	—
Weakness	—
Resistance	—

LIZARDMAN	
Level	18
HP	1086
Link	—
Weakness	
Resistance	—

AXE BEAK	
Level	18
HP	1122
Link	—
Weakness	
Resistance	—

SAVAGE WOLF	
Level	18
HP	1406
Link	—
Weakness	
Resistance	—

HELLIONIZED ROLANCE SWORDSMAN	
Level	18
HP	1168
Link	—
Weakness	—
Resistance	—

HELLIONIZED ROLANCE SPEARMAN	
Level	18
HP	1168
Link	—
Weakness	—
Resistance	—

Head to the command tent to speak with General Landon. Then, head to the star to see what's happening with Lucas and his mercenaries—there is a Dark Turtlez right outside the camp if you need any last minute items or fusions. Things look dire, and Sorey wastes no time in heading out to save his friend.

You can take out the first couple waves easily enough, but the later waves may become overwhelming in numbers. Keep your guard up—the soldiers may have greater numbers, but their attacks are simple and easy to watch out for, and the pauses between attacks are fairly generous. When the crowd starts to become cumbersome, armatize with Mikleo to push them back and dole out quick damage to the whole lot if they're clustered together, or armatize with Lailah to beat back a wide swath of enemies if they're surrounding you.

Once you've made it to Lucas, Sorey tells his friend to retreat to safety, and Lucas and his remaining men are both terrified and awed by the Shepherd's power. Sorey and his seraphs continue on to terrify the Rolance army with a great show of force, intimidating them into retreat and giving the Hyland army a victorious rout.

Done with what he was required to do, Sorey turns to purifying the hellions created on the battlefield. Collect the treasure chests and herbs in this area, and check out the wares of the Dark Turtlez again. Otherwise, head to the star and listen to General Landon. Check out the Monolith, then attempt to leave the area only to be stopped by an overwhelming domain that can only belong to the Lord of Calamity. Then, General Landon will show his true colors—a terrible hellion!

BOSS Hellion

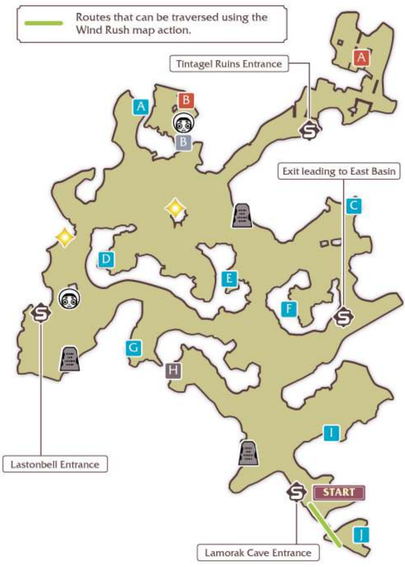
GENERAL LANDON	
Level	22
HP	9901
Link	—
Weakness	
Resistance	

Part 2: The Burdens of a Shepherd

Volgran Forest

Unlikely Allies

VOLGRAN FOREST



Sorey and the female assassin are carried downstream and wash up in front of Lamorak Cave in the Volgran Forest. Her mask slipped off in the escape, and Sorey can now see that it's actually Rose. He picks her up since she's still unconscious, and starts to look for someplace safe they can go. Head to the star, where Rose wakes up. She points Sorey toward nearby ruins where the Scattered Bones have been hiding out.

Once there, you're greeted by other Sparrowfeathers, who are apparently also Scattered Bones members. The group scares off some kids who have turned to banditry, and Rose warns Sorey that the guild will take him out if he guides the people astray.

Follow Rose to the ruins entrance to meet Mayvin, an explorer. He encourages Sorey to uncover the mystery of this ruin, and then takes off.

ITEMS

A	Sage
B	Horns
C	Rune Crest
D	Mango Sorbet
E	Middy Blouse
F	Black Talismans
G	Lavender
H	Panacea Bottle
I	Verbena
J	Rosemary

ENEMIES

Boar	
Level	19
HP	1831
Link	Brutaur (+20%)
Weakness	
Resistance	—

Treant	
Level	20
HP	—
Link	
Weakness	
Resistance	

Forest Plantus	
Level	19
HP	1373
Link	—
Weakness	
Resistance	

Axe Beak	
Level	18
HP	1122
Link	—
Weakness	
Resistance	—

Harpy	
Level	25
HP	1964
Link	—
Weakness	
Resistance	

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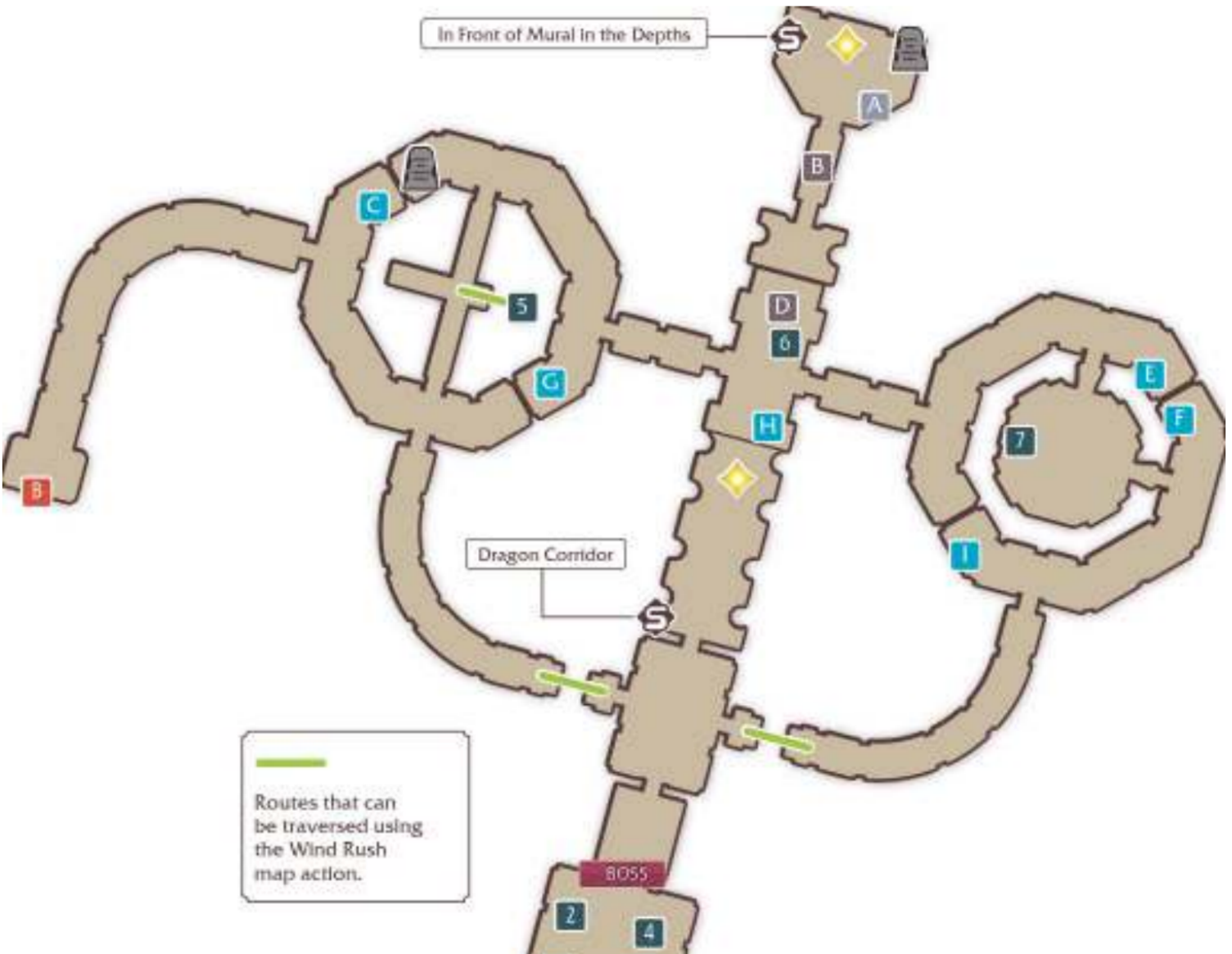
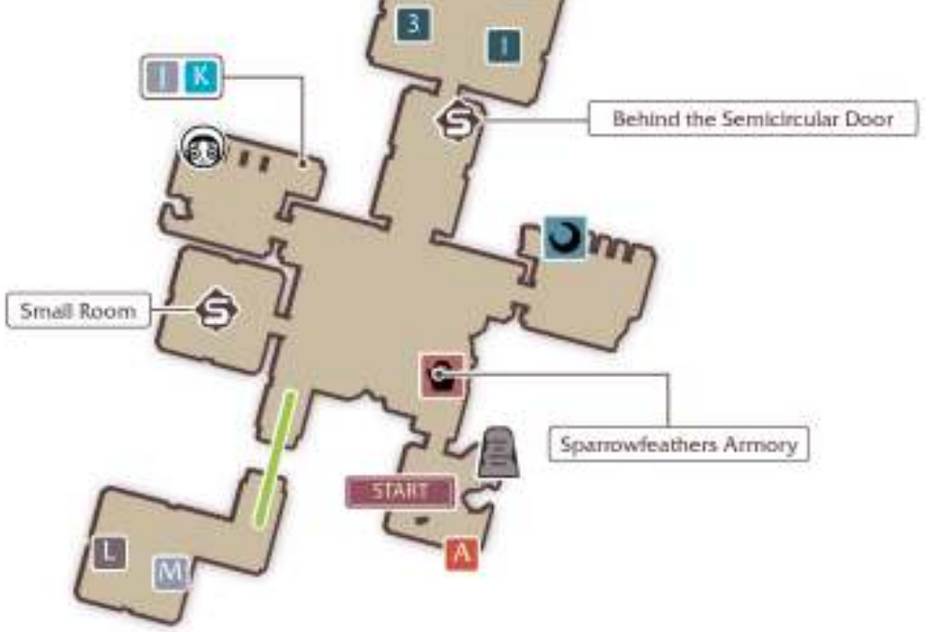
Part 2: The Burdens of a Shepherd

Tintagel Ruins

A Learning Expedition

TINTAGEL RUINS





ITEMS

A	Rossweisse
B	Silver Key
C	Life Bottle x2
D	Soft-Serve Ice Cream
E	Apple Gel
F	Burning Dash
G	Panacea Bottle x2
H	Saffron
I	Chamomile
J	1500 gald
K	Sage
L	Donut
M	Raider Blade

ENEMIES

Savage Wolf

Level	18
HP	1406
Link	—
Weakness	

Resistance	—

Werewolf	
Level	20
HP	2016
Link	Lizard Priest
Weakness	
Resistance	

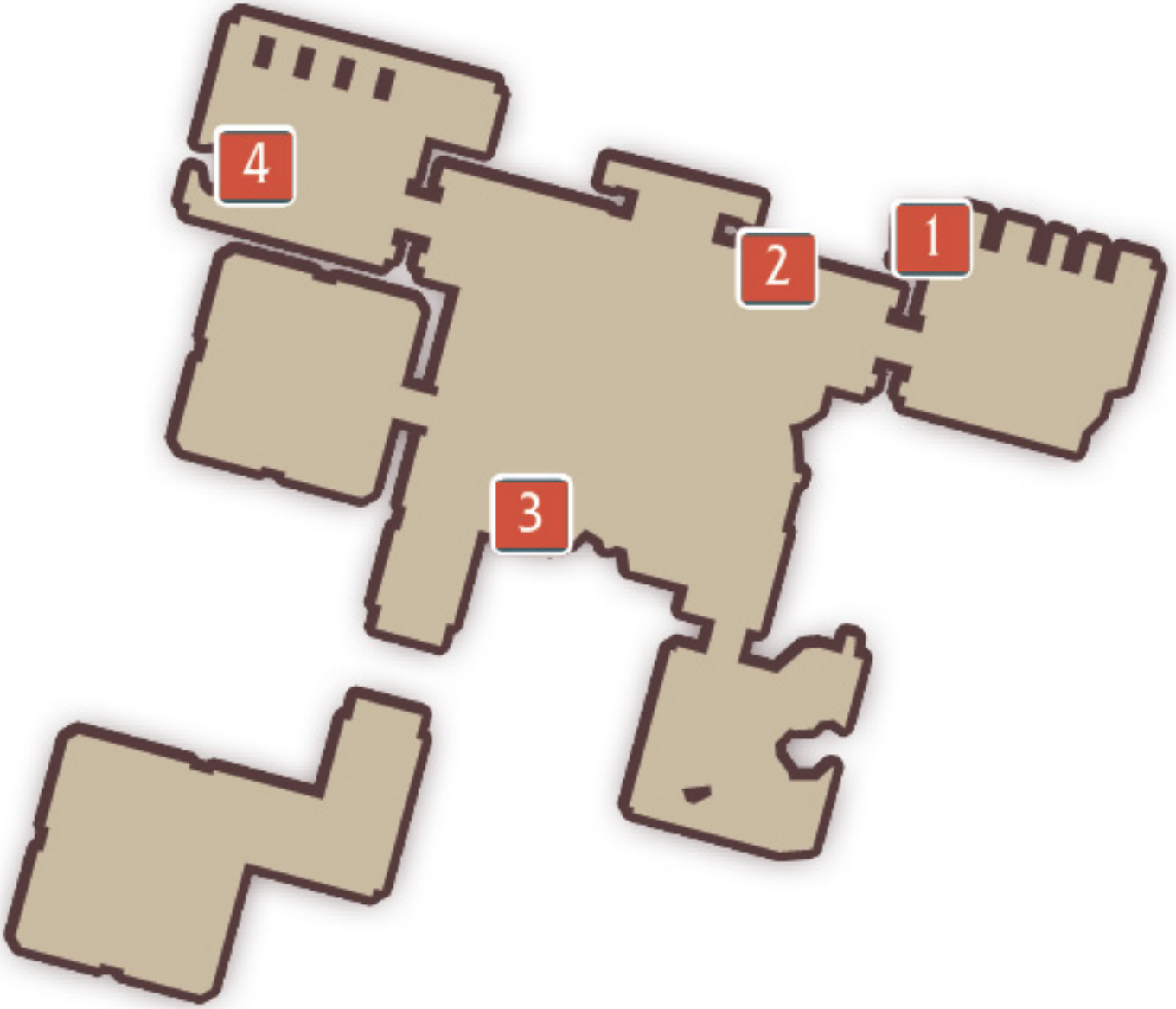
Serpent	
Level	20
HP	1385
Link	Armored Centipede (+60%)
Weakness	
Resistance	

Wolf Heddin /	
Level	20
HP	774
Link	—
Weakness	
Resistance	—

Undead Magician	
Level	18
HP	1091
Link	Wraith (+30%)
Weakness	
Resistance	—

Down in the ruin, inspect your surroundings and activate the Save Point. The hideout even comes equipped with a store, thanks to the guild's double-identity, so if you need to restock or fuse equipment, take the time to do so. Then, head to the star and rest in the bed. After waking, Sorey's resonance is restored, and the seraphim are once again able to communicate. Rose freaks out after Sorey uses himself as a channel to let her hear the seraphim; apparently she's terrified of the supernatural.

Speak with Dezel in the main hall to learn a little more about the wind seraph. Then, head to the exit ladder for a short scene in which the seraphs warn Sorey not to go blindly into danger. For now, the party decides to explore this ruin before doing anything else.



Head to the semi-circular door and Rose will join the seraphs around it. Once she does, the assassin blocking the north-west doorway will move, allowing you to enter. Explore it and start pushing buttons! And by that, step on the four floor switches. One is 1 near the bed you slept in, another is 2 near the semi-circular door, another is 3 across the room from the semi-circular door, and the last is in the 4 room that was previously blocked. You can speak to the seraphs and Rose if you wish, or you can skip the conversations and just open the door. Rose decides to tag along, and where Rose goes, so does Dezel.

Head into the ruin and activate the save point. Rose is busy pulling levers ahead of you, and manages to lock you in. Investigate the closed door and Rose will move on to check out the next room. While you're waiting, check both doors and the two walls without doors. The seraphs mention that Rose would be a good match for Sorey as a Squire, and then you have an opportunity to speak to them individually. Choosing to speak to one of them will cause Rose to activate a trap.

SPEAK TO...

Lailah

Serpents fall from the ceiling! Fight them off, and try not to get paralyzed.

Edna

Dangerous smoke fills the room! Activate the floor switches in the proper order—if you mess up, you'll have to start from the beginning again! 1 , 2 , 3 , 4 .

Mikleo

Mikleo and Sorey will figure out that the room was designed for experiments!

BOSS Hellion	
Dragonewt	
Level	24
HP	11718
Link	—
Weakness	
Resistance	

Once you have spoken to all three seraphs, the door will open and the party will sense a malevolent domain. A dragon-type hellion is attempting to attack Rose, and Dezel is fending it off. Rose doesn't know what's going on and is pretty freaked out.

Take a few swings and Rose will interrupt the battle—in the meantime, focus on using Sorey's arte True Fang, since it might be the only wind arte your party has at the moment. As the first arte of a martial arte set you can start a Power Combo right from the onset, which will cut its resistance to all of the other elements. Otherwise, play on the defensive until a cutscene triggers. Mikleo will talk Rose through the situation, explaining that they'd like her to join Sorey and help support him. Rose steels her resolve and focuses very hard, and after a moment she is able to see and touch Mikleo—and she's also able to see Dezel and the hellion. She agrees to form the Squire's Pact while Sorey, Mikleo, and Edna buy them time.

Try to avoid the heavy overhead Head Splitter attack, as it can break through your guard and stun you. Also watch out for Binding Breath, which will inflict status ailments if it hits you. Both of these attacks are hidden artes, so while Sorey's True Fang is useful, make sure it doesn't leave you vulnerable. If you see the "!!" indicator, don't guard, but Quick Evade instead. Interrupt any seraphic arte so that it does not gain the benefits of Rock Satellite—however, this hellion has the special ability "Iron stances while casting +3," so it might take more hits than normal to break its casting. Your attacks may not cause much damage unless you armatize, so suit up and focus on getting the hellion’s HP down below 10,000.

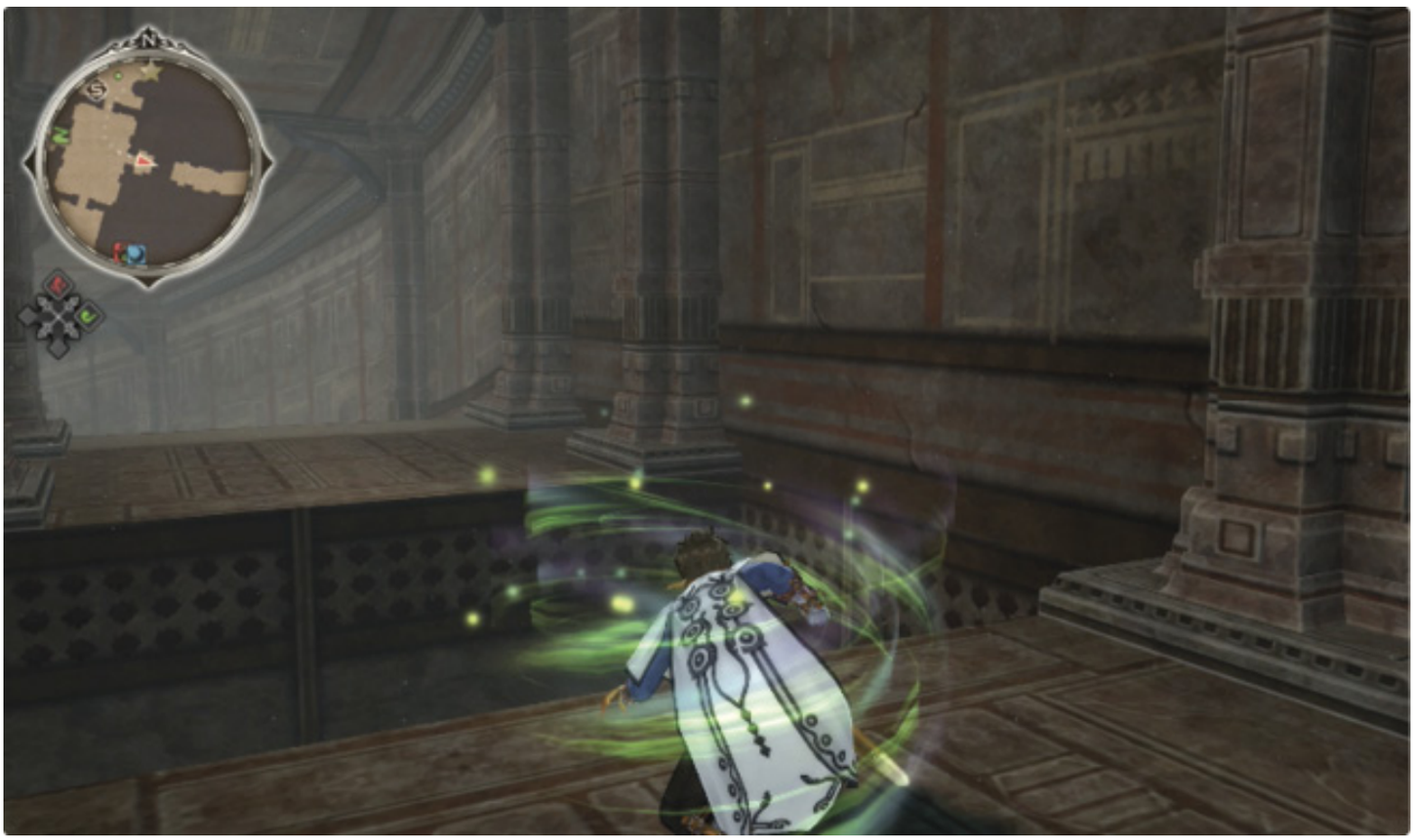
Rose will join you, armatized with Lailah, and Dezel will toss Sorey his Divine Artifact, having made a Sub Lord pact with Lailah. Armatize with Dezel and let loose with his wind attacks—on top of the added element boost, your hidden and seraphic artes will now easily overpower the Dragonewt's artes. Continue evading and slowly but surely you'll whittle down the Dragonewt's HP. Don't forget to use restorative artes if you are low on health or are afflicted with an ailment—or you can just use items, if you prefer.

After the battle, the Dragonewt is revealed to be Oysh, a seraph. Rose collapses due to the shock of her new powers and knowledge, prompting Edna and Lailah to reveal why Dezel joined the group and why Lailah allowed it. Without Rose to use as a vessel, Dezel would have soon become a hellion, and Dezel wants to avoid corruption. He also desires the power of the armatus to help him get his revenge.

For gaining a new Squire and a seraph of each element, Sorey gains the costume: "Regular Clothes: Departure". It looks just like his starting costume, but adds a new musical theme during battle.

MAP ACTION

You can now use Wind Rush by pressing . This will teleport you forward a short distance, allow you to pass through some gated areas, and start battles with an advantage if you use it to initiate battle with an enemy weak against wind. You can use this map action as long as a wind seraph is in your party.



Speak with everyone, leaving Dezel for last. When you talk to Dezel he will acquire the title "Wind of Vengeance," and Oysh and Rose will awaken. After Rose rejoins the party, examine the corridor for a Discovery Point, “Dragon Corridor”, and the accompanying skit, Legend of the Dragons. Return back through the doorway and head down the western path by using your new map action, Wind Rush, to cross the gap. Continue forward into the narrow corridor and use Wind Rush to reach the 5 floor switch on the right at the middle of the corridor. Before continuing on, you can go up the side chamber to reach the upper section of the Volgran Forest—there's a normin and a silver treasure chest up there, which you'll be able to open soon. Return to the Tintagel Ruins and head back to the narrow corridor; turn right, then go through the doorway on the left to reach the middle chamber. You’ll approach an Iris Gem and collect it. Trigger the 6 switch in this room, and then move across and navigate to the circular room where 7 another switch lies. Step onto this one, and then head up the stairs and back to the Dragon Corridor.

Each triggered switch caused a platform to extend, and with Wind Rush you can now reach the other end of the corridor. The copper chest at the end holds a Silver Key. You can now open up all those silver chests you left behind, but for now, head forward.

In the room beyond, a large mural of the continent covers the wall. Four symbols mark the general locations of the four trials of the Shepherd. You can consult this mural if you ever need a hint about where to find the next trial. Examine it for a new Discovery Point and skit.

Report back to Oysh before heading out, and the party agrees to find someone to worship there so that Oysh can safely remain and provide a blessing over the area. Return back through the semi-circular door. Sorey's title, "Lad of Separation," raises to, "Reunited Traveler."

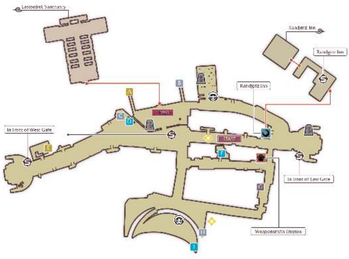
In the morning, the party regroups. Make your way to Lastenhall and enter the city.

Part 2: The Burdens of a Shepherd

Lastonbell, City of Artisans

Power Struggles In Rolance

LASTONBELL, CITY OF ARTISANS



ITEMS	
A	Drop Bottle
B	Melancholic Din
C	Madeline
D	Chamomile
E	15,000 gald
F	Saffron
G	Life Bottle
H	3000 gald
I	Rosemary

At the gate, you meet Sergei, captain of the Platinum Knights. After some *creative* storytelling, they manage to pass through the checkpoint. Once you're out of the cutscene, look up at the belfry above you for a Discovery Point and skit. Explore the area, and make sure to purchase a new map from the Turtled in the southern part of town. You'll be able to overhear news about the church making and selling Elixir, and news about Cardinal Forton and some shady church dealings. Head into the Sanctuary for an encounter with Sergei, who apparently wasn't quite as gullible as he'd seemed.

BOSS	
Sergei	
Level	25
HP	2966
Link	—
Weakness	—
Resistance	—

Although Sergei is only a human, he's quite skilled. He is able to use some powerful artes, including Lion's Howl, Tornado Drive, Sonic Thrust, Sword Rain, and Dragon Swarm. His attacks are pretty fast, so if you're not sure if you'll have time to land a hit first, play it safe by guarding and then counterattacking. His powerful strokes leave him open to attack just after he extends his arm. If you're having trouble breaking through his press of attacks, throw him off balance with Heavenly Torrent. While you don't have your seraphim to help you in this battle, remember that you still have your mystic arte and Blasts at your disposal.

After the battle, Sergei confirms his suspicions that Sorey is the Shepherd. Surprisingly, he asks for Sorey's help. They are interrupted by the shady priest from earlier, and Sergei decides to move the conversation elsewhere. Head to the star in the southern part of town to discuss the matter further. Sergei asks for their aid in locating the old Pope, whom the Platinum Knights suspect was removed by Cardinal Forton. They agree to reconvene in Pendrago.

Across from the Sanctuary, a seraph stands with a purple star over his head. He asks Sorey to search for Sindra, the seraph that acts as the Lord of the Land in this area, and suspects that she may be near a subterranean lake in Cambria Caverns. This is the beginning of the "Rejuvenation of Lastonbell" Sub-Event.

Check out the inn, and activate the save point there. Upon returning to the town, if you sold Gramps' Pipe in Ladylake, you can now buy it back from the old man standing across from the seraph beneath the belfry for 5000 gald. Head toward the West Gate for a short conversation with the Ayn twins about a potential new hideout: Malory, the Patinal Forest—this is the beginning of the "Scattered Bones Business" Sub-Event. Before leaving, you can speak to the soldier at the gate to start a side quest about three murders by a serial killer during moonlit nights—this is also part of the "Rejuvenation of Lastonbell" Sub-Event.

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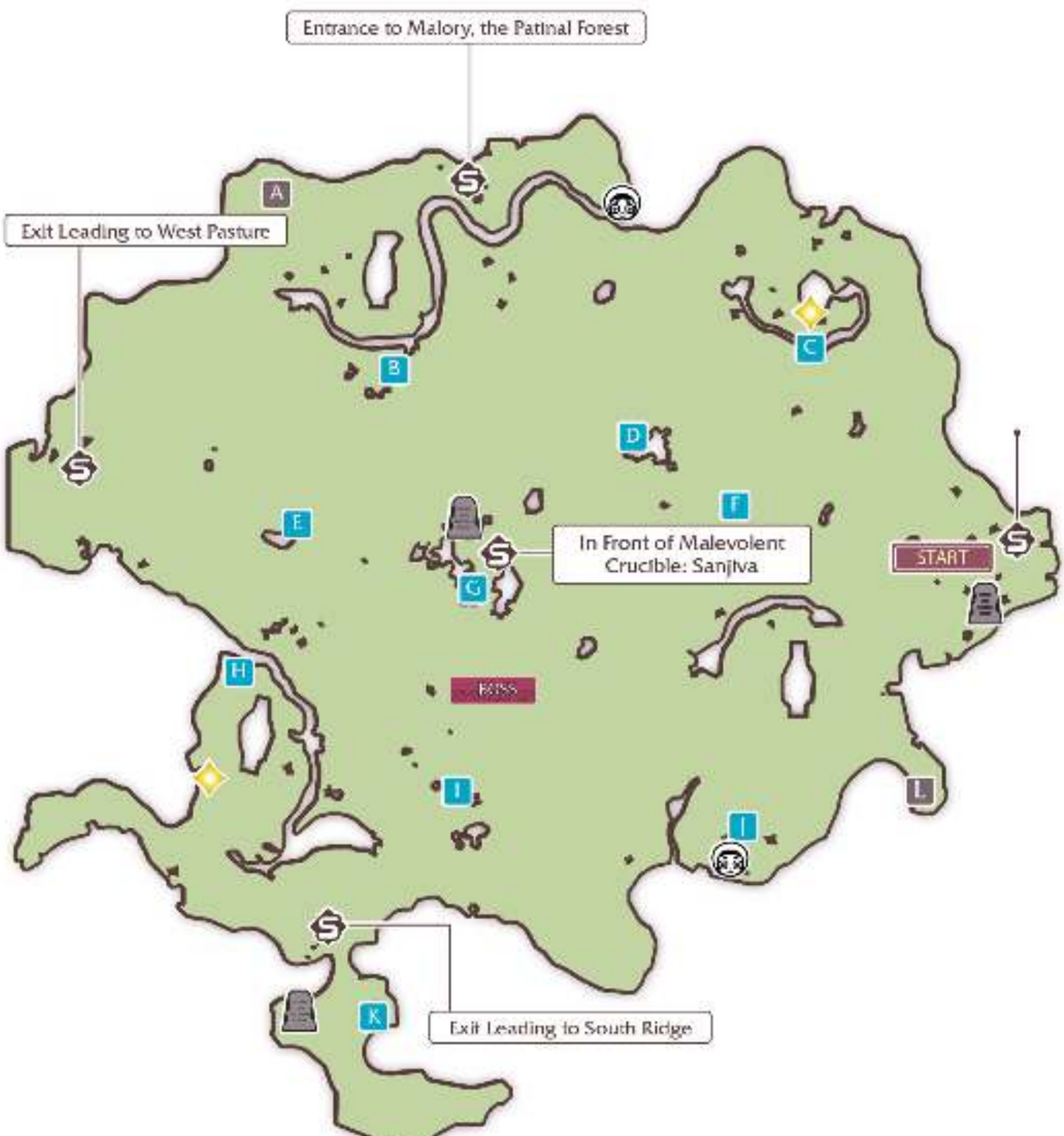
Part 2: The Burdens of a Shepherd

Meadow of Triumph

Crucibles And Cloudy Weather

MEADOW OF TRIUMPH



ITEMS

A	Sideburns
B	Lavender
C	Apple Gel
D	Verbena
E	Apple Gel
F	Holy Bottle x2
G	Madeline
H	2250 gald
I	Rosemary
J	Saffron
K	Sage
L	Fluoric Sword

ENEMIES

Boar

Level	19
HP	1831
Link	Brutaur (+20%)
Weakness	
Resistance	—

Peacock

Level	24
HP	1550
Link	—
Weakness	
Resistance	

Brutaur	
Level	24
HP	2480
Link	—
Weakness	
Resistance	

Scaled Bird	
Level	24
HP	3022
Link	—
Weakness	
Resistance	

Goblin Shooter /	
Level	24
HP	1214
Link	—
Weakness	
Resistance	—

BOSS Hellion

Behemoth	
Level	34
HP	15620
Link	—
Weakness	—
Resistance	

Explore the vast meadow for chests, Discovery Points, and all sorts of new foes—including a new optional Boss Hellion. As you move farther into the meadow, the weather turns rainy and gloomy.

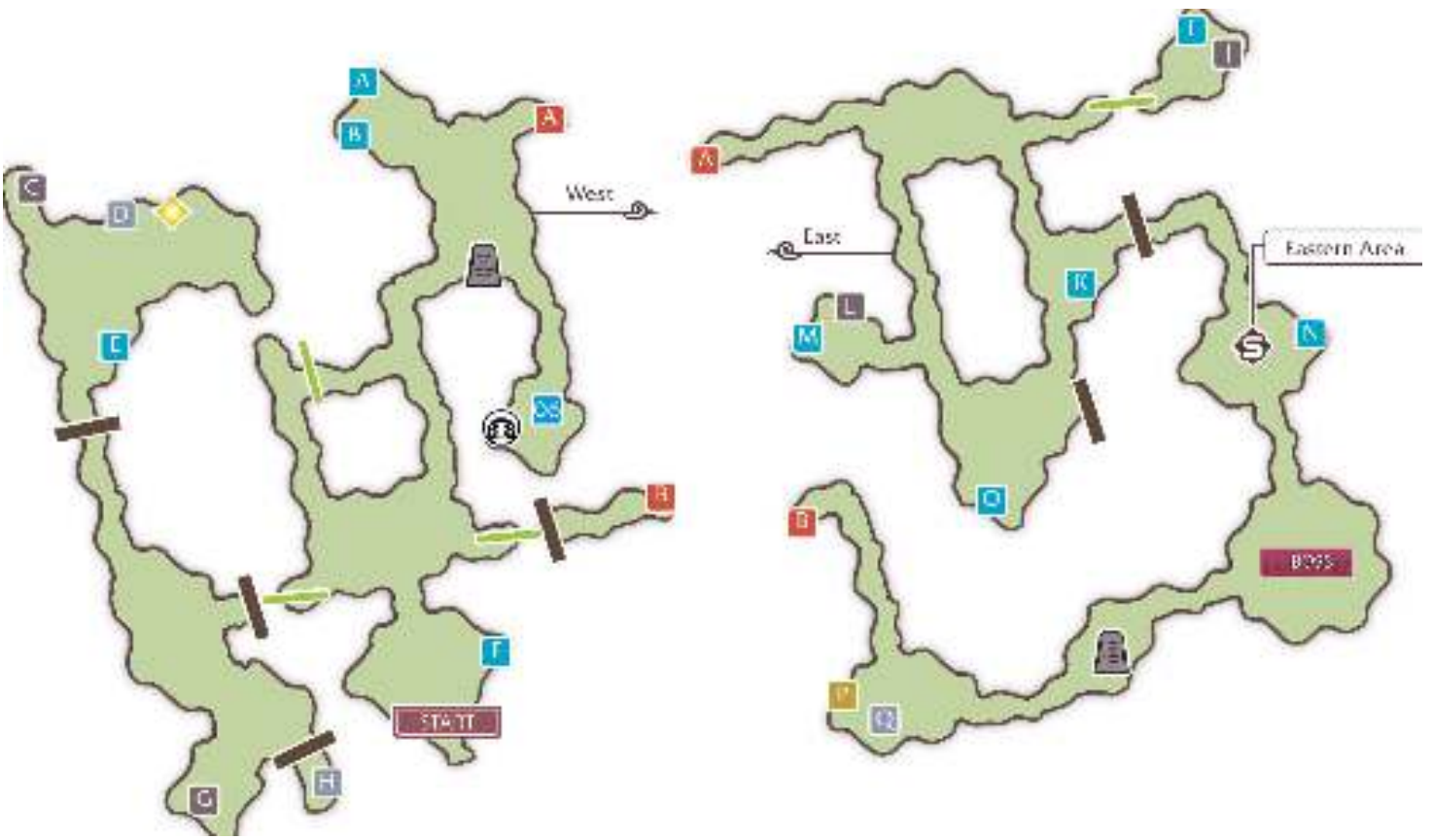
At the center of the area is the first of several Malevolent Crucibles that you will encounter. This one is Malevolent Crucible: Sanjiva. You can challenge it now, or wait until later. For more details about Malevolent Crucibles, please refer to the Optional Content section of the guide.

For now, head north to Malory, the Patinal Forest. Be sure to check to the right of the entrance for the normin Primor.

Malory, the Patinal Forest

Rose And The Scattered Bones

MALORY, THE PATINAL FOREST



ITEMS

A	Life Bottle
B	Peach Gel
C	3500 gald
D	White Bunny Ears
E	Chamomile
F	Sage
G	Vellum
H	Resistance Shoes
I	Peach Gel
J	Spiked Shoes
K	Panacea Bottle
L	5500 gald
M	Dark Bottle
N	Cheesecake
O	Garish Pink Shirt
P	Strawberry Tart
Q	Poison Ward

ENEMIES

Geo Roller /

Level	24
HP	1782
Link	—
Weakness	—
Resistance	

Armadillo	
Level	14
HP	897
Link	Geo Roller (+50%)
Weakness	
Resistance	—

Dusk Bat	
Level	24
HP	1033
Link	—
Weakness	—
Resistance	

King Peacock	
Level	34
HP	13127
Link	—
Weakness	
Resistance	

Rose and Eguille take off to check out the area, leaving Sorey free to chat up the rest of the guild. Once you speak to everyone in the clearing, the Ayn twins arrive with their new creation, the Mabo Curry Bun. Rose and Eguille return as well, deciding that Malory is not a suitable location for their new hideout. The guild members discuss Scattered Bones business, investigating an organization that appears to be scamming families. Tasks assigned, the guild members leave—Rose acquires the costume "Scattered Bones Boss," as well as the title "Unfruitful Blossom."

You can explore the area, but you won't be able to get through all of it without Edna's Map Action, so it's recommended that you wait and return later. When you have the necessary map actions, you can fight the optional boss King Peacock, who is necessary to defeat in the "Alisha, the Princess" Sub-Event. For now, return to the Meadow of Triumph and head to Pearloats Pasture on the Western side of the area.

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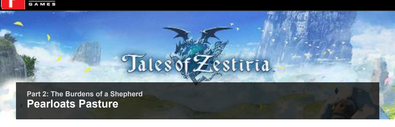
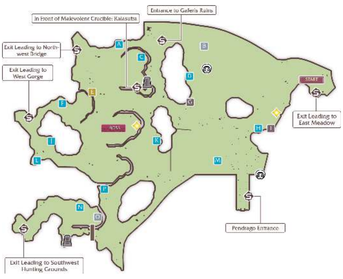


Part 2: The Burdens of a Shepherd

Pearloats Pasture

Ruined Farmland

PEARLOATS PASTURE



ITEMS

A	Verbena
B	Shiba Inu Ears
C	Life Bottle
D	Rosemary
E	Black Stuff
F	Saffron
G	Spiked Shoes
H	Chamomile
I	Peach Gel
J	Sage
K	Cheesecake
L	Wind Ring
M	Sharpened Needle
N	Lavender
O	4500 gald
P	Peach Gel

ENEMIES

Hawk

Level	25
HP	1964
Link	—
Weakness	
Resistance	

Orc Farmer

Level	25
HP	2264
Link	—
Weakness	
Resistance	

Peacock

Level	24
HP	1550
Link	—
Weakness	
Resistance	

Skunk

Level	25
HP	1800
Link	Dangeroma (+50%)
Weakness	
Resistance	

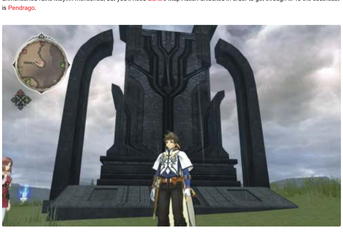
BOSS HELLION

Dangeroma

Level	35
HP	14540
Link	—
Weakness	
Resistance	

The never-ending rain has ruined a once fertile area for crops. Now, only hellions roam the wide expanse of pastoral fields that were once diligently tended by farmers.

Atop a hill is another dark structure, Malevolent Crucible: Kalasutra. To the northwest is Galeris Ruins, another of the unmentioned ruins Mayvin mentioned, but you'll need Edna's Map Action unlocked in order to get through it. To the southeast is Pendrago.



Head south to Rolance's capital city and get out of the rain before everyone in your party catches a cold.

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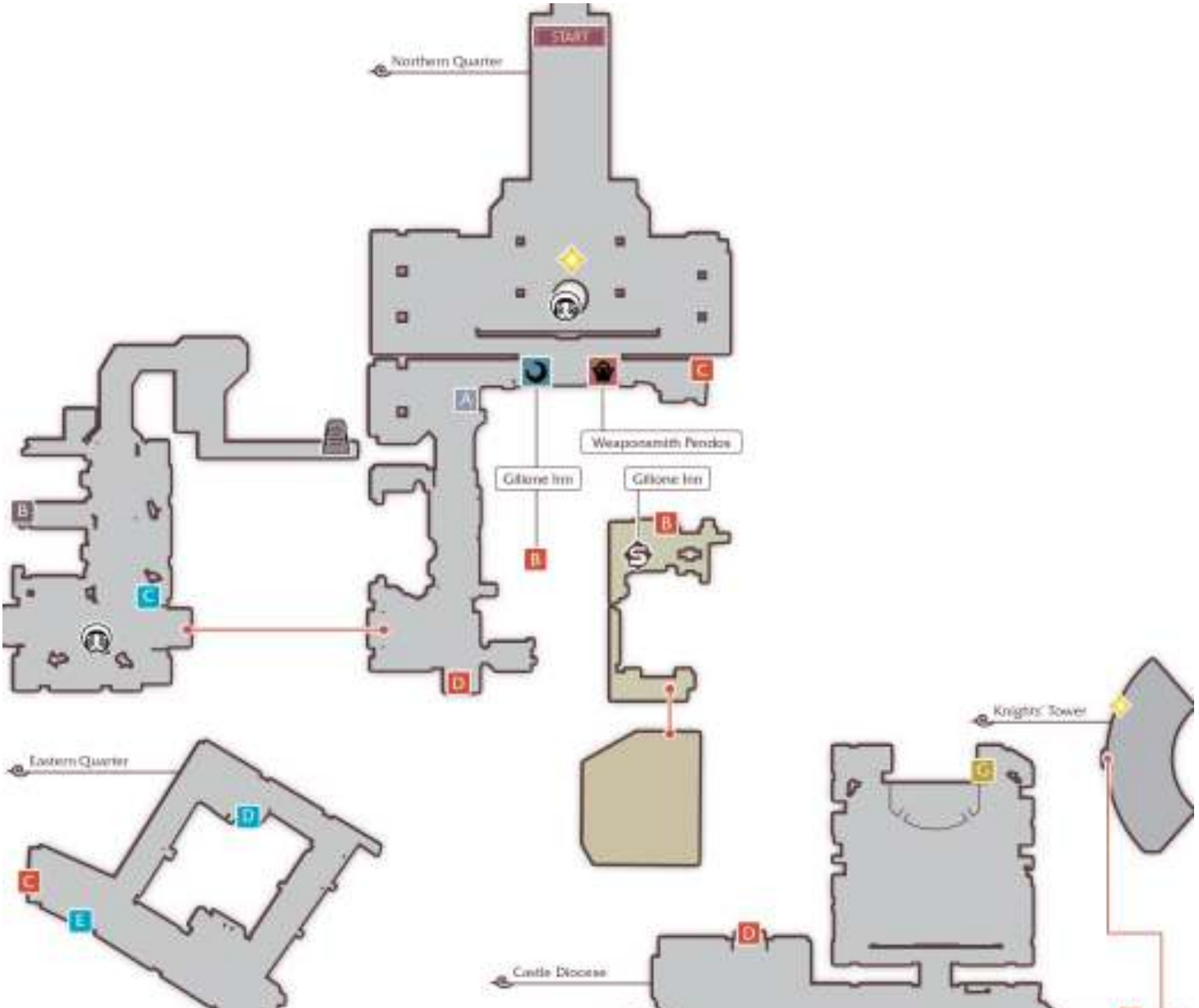
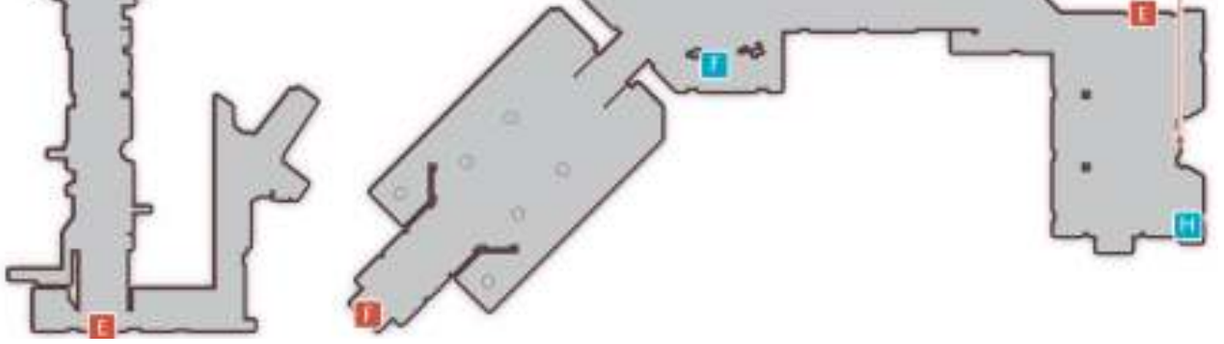
Part 2: The Burdens of a Shepherd

Pendrago, the Blessed Capital (1)

Sergei's Request

PENDRAGO, THE BLESSED CAPITAL





ITEMS	
A	Peach Gel
B	Panacea Bottle
C	Chamomile
D	Holy Bottle
E	Rosemary
F	Saffron
G	18,000 gald
H	Strawberry Shortcake

As you enter the city, you'll be able to spot Sergei and his men to the right of the inn. Head up the stairs behind the fountain to see the Platinum Knights facing off against a hellion working under Cardinal Forton. The enemy escapes, but it's now even clearer to the party that this Cardinal is bad news.

Head to the Knights' Tower to continue the discussion with Sergei. On your way, don't forget to pick up a new map from the Turtlez in the Eastern Quarter.

TIP

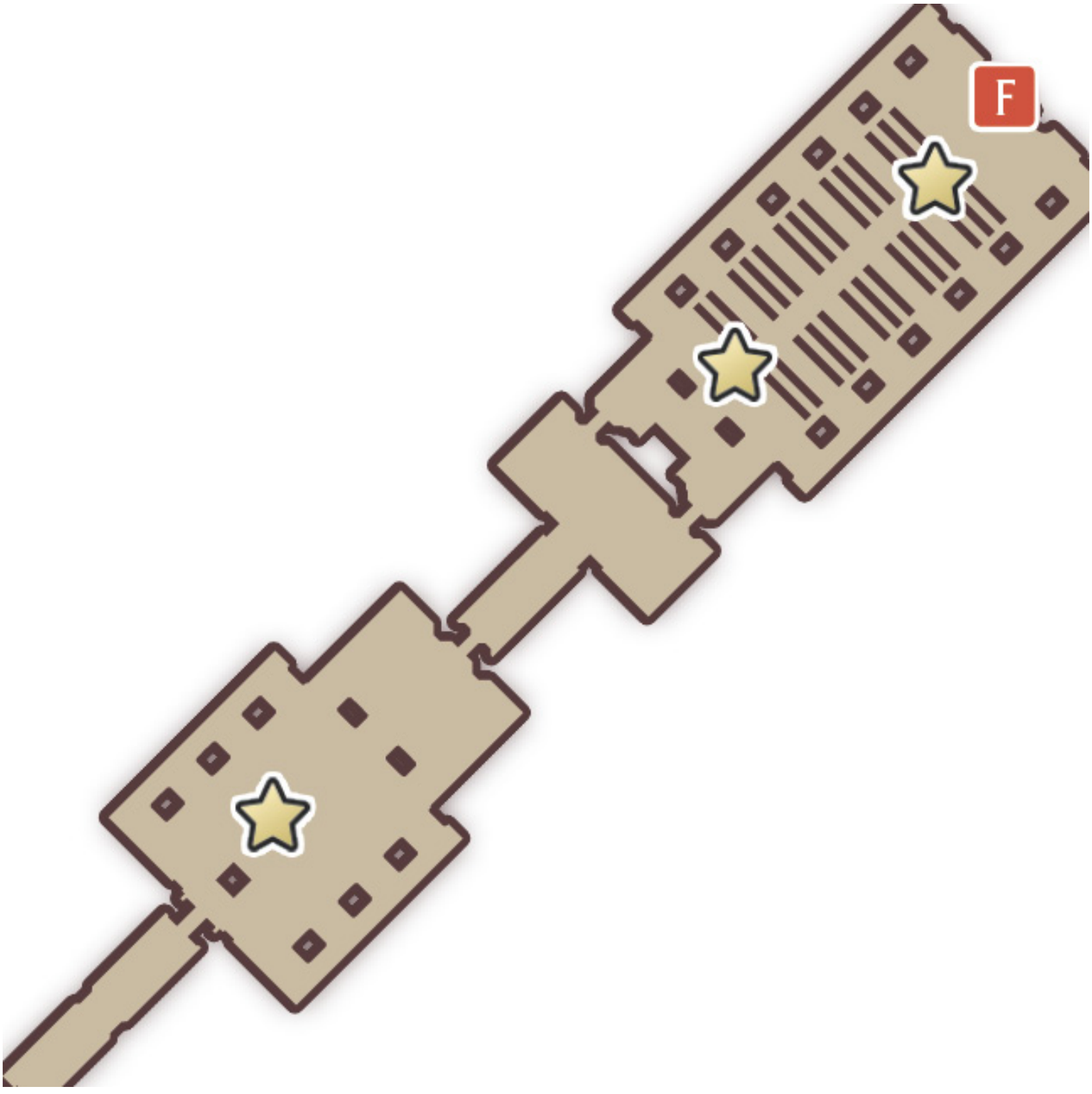
Before leaving the Knights' Tower, check the portrait on the wall.

Within the tower, Sergei warns Sorey and Rose of the Cardinal's watchful eye. The party learns that Sergei's brother, Boris, was investigating the Cardinal and hasn't returned. After the conversation, head to the inn to learn more about the Rolance Empire.

When Dezel takes off after Rose, head out and search the town to find them atop the battlements. It turns out Rose is investigating the missing Pope on her own for a Scattered Bones job. Sergei seemed to be convinced that the Pope was a good man and a just leader, but Rose and Sorey will have to draw their own conclusions.

Both Sorey and Rose have questions, and now that they have clearance to enter the Shrinechurch, it's time to search for some answers.

PENDRAGO SHRINECHURCH



The priest welcomes Sorey, and heads deeper into the church. Follow him into a hall containing a large raised tablet and a save point. The tablet describes the Trial of the Shepherd, but can only be deciphered by the pope—who is, conveniently, missing.

Just inside, a priest is quizzing a group of children. The party learns that the Shrinechurch is dedicated to Maotelus, who supposedly extends his blessing across the entire Glenwood continent.

Suddenly, a strong domain cuts Sorey off from the seraphim. It looks like the priest and the children have all been turned to stone. Head back to the Shrinechurch entrance for your first encounter with Cardinal Forton.

She asks Sorey to join forces with her, and tells Sorey and Rose that Pope Masedra actually fled and abandoned his people. Things look dire, but just as Cardinal Forton is about to attack, Mikleo manages to break through Forton's domain and transport them all outside the Shrinechurch.

MAP ACTION

Spectral Cloak: Press to cast Spectral Cloak when Mikleo is in your party. This map action will allow you to walk around unseen for a short period of time. Enemies who rely on sight will not be able to sense you while you are cloaked, and obstacles that detect visual movement will be ineffective as long as you are hidden within the bubble. You can also start battles with an advantage by touching an enemy weak against water while cloaked.

PENDRAGO, THE BLESSED CAPITAL

Head back to speak with Sergei again at the Knights' Tower. Rose splits off from the group as you enter to speak with Eguille. The party decides that finding Pope Masedra is still their top priority since they need him to relay the contents of the inscriptions in the Shrinechurch, and Rose returns with a potential tip regarding the Pope's whereabouts. He may be hiding in the town of Gododdin. Since the Cardinal is also trying to find the Pope for her own purposes, Sorey and his friends will seek out Masedra quietly on their own, deeming a group of Platinum Knights to be too conspicuous.

Sergei gives Sorey two very important things at the close of the conversation: a new arte, and a pass that allows the group free travel within Rolance. Exit the Knights' Tower and Sergei will teach Sorey how to wield the Lion's Howl. Once you set and execute the arte, Sorey will successfully learn it. Afterward, Sergei will return to the tower with a Rolance Travel Pass, as well as information that a rockslide has barred the path to Gododdin. They'll have to pass through Cambria Caverns instead. Before leaving the Knight's Tower, check out Heldalf's portrait again—there's a new skit waiting for you.

Save Point Travel is unavailable within the city, so once you're ready to leave town, head to the front gates. You'll have to use your new Spectral Cloak map action to pass through the gates unnoticed by the hellion guarding it. Return to the Meadow of Triumph and enter Cambria Caverns, the dungeon at the southwest corner of the map. If you've already activated all the save points in the Meadow of Triumph, fast-travel to the South Ridge save point to save yourself a few minutes.

TIP

The Spectral Cloak only lasts for a handful of moments and forces you to a walk, so time it carefully to get past the hellion. Try activating it by the second set of lampposts from the front gates—that should give you enough time to get through the doors.

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Part 2: The Burdens of a Shepherd

Cambria Caverns

Underground Passageway

CAMBRIA CAVERNS

ITEMS	
A	Red Lavender
B	Red Sage
C	Red Verbena
D	Peach Gel
E	Red Rosemary

ENEMIES	
Serpent	
Level	20
HP	1385
Link	Armored Centipede (+60%)
Weakness	
Resistance	

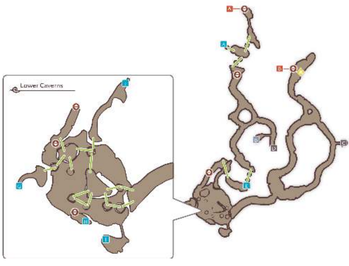
Dusk Bat	
Level	24
HP	1033
Link	—
Weakness	—
Resistance	

Wraith	
Level	29
HP	1866
Link	—
Weakness	
Resistance	

Armored Centipede	
Level	29
HP	1866
Link	—
Weakness	
Resistance	

BOSS HELLION

Nine-headed Serpent	
Level	44
HP	19732
Link	—
Weakness	—
Resistance	



ITEMS	
A	Panacea Bottle
B	Amphibole Tiara
C	Butter Cookie
D	2430 gald
E	Peach Gel
F	Cast Heels
G	Pound Cake
H	Aqua Ring
I	Amphibole Dagger

You can head directly through to Birocief Ridge if you just want to get through the main story. If you would like to complete the next stage of the "Restoration of Lastonbell" Sub-Event or even just collect all the treasures of the Caverns, you can head to the purple star to speak with Sindra at the Subterranean Lake. She won't come back yet, but this will set the wheels in motion for her return later. You will also find an Iris Gem there.

TIP

It might be a good idea to save your game and heal up before exiting the Caverns...

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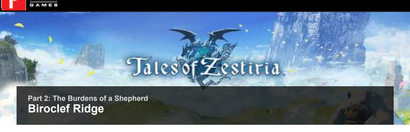
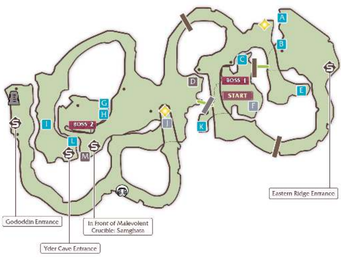


Part 2: The Burdens of a Shepherd

Biroclef Ridge

A Desolate Landscape

BIROCLEF RIDGE



ITEMS

A	Cheesecake
B	Red Chamomile
C	Red Saffron
D	Amphibole Waistcoat
E	Life Bottle
F	Amphibole Pendulum
G	Strawberry Shortcake
H	Pound Cake
I	Red Sage
J	Sidekick Mask
K	Earth Ring
L	Dark Bottle
M	4000 gald

ENEMIES

Aged Treant

Level	26
HP	2788
Link	—
Weakness	—
Resistance	

Goblin Shooter /

Level	24
HP	1214
Link	—
Weakness	
Resistance	—

Hawk

Level	25
HP	1964
Link	—
Weakness	
Resistance	

Leecher Leech

Level	30
HP	1431
Link	—
Weakness	
Resistance	—

Troll

Level	30
HP	5027
Link	Boss Troll (+100%)
Weakness	
Resistance	

BOSS HELLION

Griffin

Level	36
HP	14737
Link	—
Weakness	
Resistance	

Millionpede

Level	40
HP	18641
Link	—
Weakness	
Resistance	

Immediately upon arriving in Biroclef Ridge, you're thrown into a boss battle with a Griffin. Stay clear of its fiery breath, whirlwind, and claw attacks by avoiding standing in front of it—these attacks are unblockable hidden artes, and can be dodged by moving behind the Griffin. You can also interrupt or capitalize on these attacks with your hidden and seraphic artes, which makes armatization particularly useful. Make sure that your active seraphs are Lailah and Edna, and armatize to capitalize on its elemental weaknesses. Between your two armatized forms, you should be able to interrupt any of its powerful attacks with your own. If you're having trouble staggering the Griffin and find yourself taking too much damage, use Rock Satellite while earth armatized and don't be afraid to get in close when you need to stop it from spewing flames or a whirlwind. When you're not armatized, play defensively—the Griffin has extremely high Attack and Arte Attack stats, so it won't take many hits to bring you down.

After the battle, head west and cut down the vines blocking your path. Use Wind Rush to leap across the gap, and then head up the ridge on your left. Take a right in the tunnels and follow the path that leads to Gododdin on the western edge of the map.

TIP

As you head up the ridge, a skit becomes available: Life on the Frontier.

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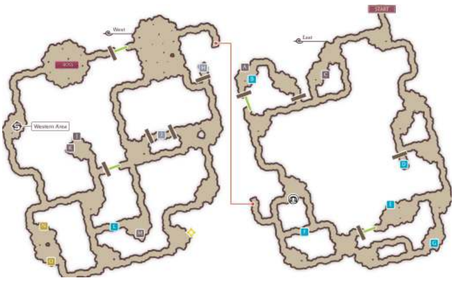
Part 2: The Burdens of a Shepherd

Yder Cave

Step Lightly

YDER CAVE



ITEMS	
A	2200 gald
B	Pound Cake
C	Panacea Bottle
D	Roll Cake
L	Dark Bottle
F	Red Lavender
G	Accurizer
H	3400 gald
I	Hat
J	Peach Gel
K	Featherlight Steps
L	Red Verbena
M	Dragon Tail
N	Rainbow Arch
O	25,000 gald

ENEMIES	
War Tiger	
Level	30
HP	3980
Link	—
Weakness	—
Resistance	

Undead Magician	
Level	20
HP	1091
Link	Wraith (+30%)
Weakness	
Resistance	—

Wraith /	
Level	29
HP	1866
Link	—
Weakness	
Resistance	

Dirt Leech /	
Level	36
HP	10376
Link	—
Weakness	
Resistance	

Before you enter Gododdin, you can also explore Biroclef Ridge a bit more. Just below the town lies Yder Cave, and Sorey will need to search its depths in order to recruit the local Lord of the Land, but this particular Sub-Event is not available at the moment. This optional dungeon is home to a sneaky Boss Hellion, a Discovery Point, and quite a bit of treasure. Come back after unlocking the Giant's Strength map action in order to get past all of the boulders blocking your path. While it is possible to explore much of the cave without the Giant's Strength map action, navigation will prove more challenging, and many treasure chests you cannot reach. If you decide to explore it anyways, activate the Western Area save point so you can later Save Point Travel directly to the boss hellion.

Refer to "Rejuvenation of Gododdin" Sub-Event in the Optional Contents section for more information.

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Part 2: The Burdens of a Shepherd

Gododdin, the Forgotten Village

The Cost Of A Village

GODODDIN, THE FORGOTTEN VILLAGE

ITEMS	
A	Roll Cake
B	Red Rosemary
C	Panacea Bottle x2
D	Life Bottle

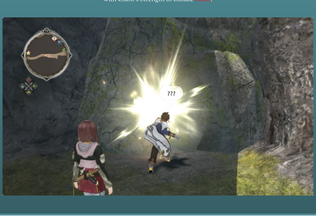
The village chief, Slenge, greets Sorey when they arrive. The party splits up to search for clues. You can speak to them individually if you'd like to hear what each of the members thinks is suspicious or of interest. As you approach the cave entrance at the back of the village, Sorey and Rose overhear the villagers' suspicions that the outsiders are here to take the village chief away. Slenge reassures them that as long as they keep the outsiders from entering the Pureland (whatever is beyond the cave entrance), they have nothing to worry about. He retreats into the cave, and Sorey is shocked to notice malevolence in the area.

The Turtlec is here in the village, so make sure to purchase a new Adventure Map. Then, make your way over to the blocked off entrance to gain Edna's map action.

With the rocks cleared, enter the cave behind the village and discover what Slenge is really up to. The large cavern is a warehouse holding many cases of fake Elixir. They determine that Slenge is either Pope Masedra or a conspirator, since the fake goods are being distributed with an official church seal, and all the profits from the sales are coming to Gododdin.

MAP ACTION

Giant's Strength: Press when Rose is in your party to use the earth seraph's strength. You can clear certain breakable boulders (breakable objects will display a "!!!" message when you stand in front of them) and open new paths. You can also start battles with an advantage against monsters with earth weaknesses if you strike one with Giant's Strength to initiate battle.



BOSS Hellion	
War Tiger	
Level	36
HP	3980
Link	—
Weakness	
Resistance	

Furious that they've snuck into the warehouse, a villager corrupted by malevolence attacks! This should be easy enough to dispatch without armalization. Use elemental martial arts so that you don't waste damage that can be resisted.

After the battle, they confront Slenge who admits to being Pope Masedra. Masedra explains that he ran away from his duties and was saved by the people of Gododdin, and that he's supporting the village using the fake elixir sales.

Suddenly, Masedra collapses, a result of the toxic fake elixir creation process. Speak to all of the villagers surrounding their chief to progress. Masedra recovers slightly and bids Sorey to follow him back into the cave.

Continue deeper into the Pureland. Masedra is waiting at the entrance to Igraine, the Shrine of the Fire Trial. The pope recites, from memory, the contents of the inscription in the Shrinechurch. When you are prepared to face the first of the Shepherd's trials, enter Igraine.

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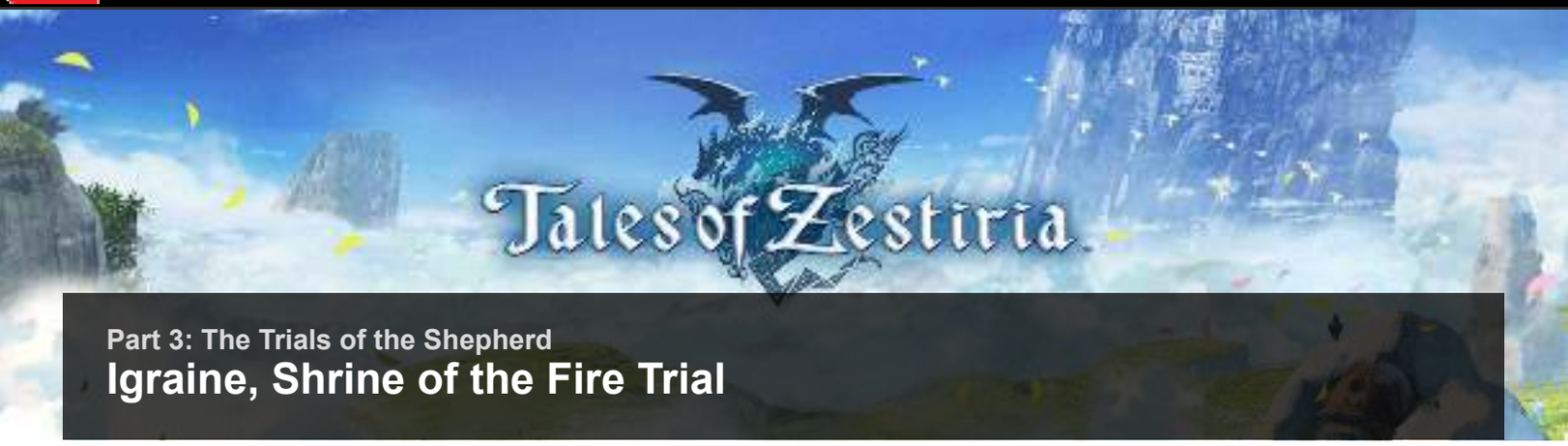
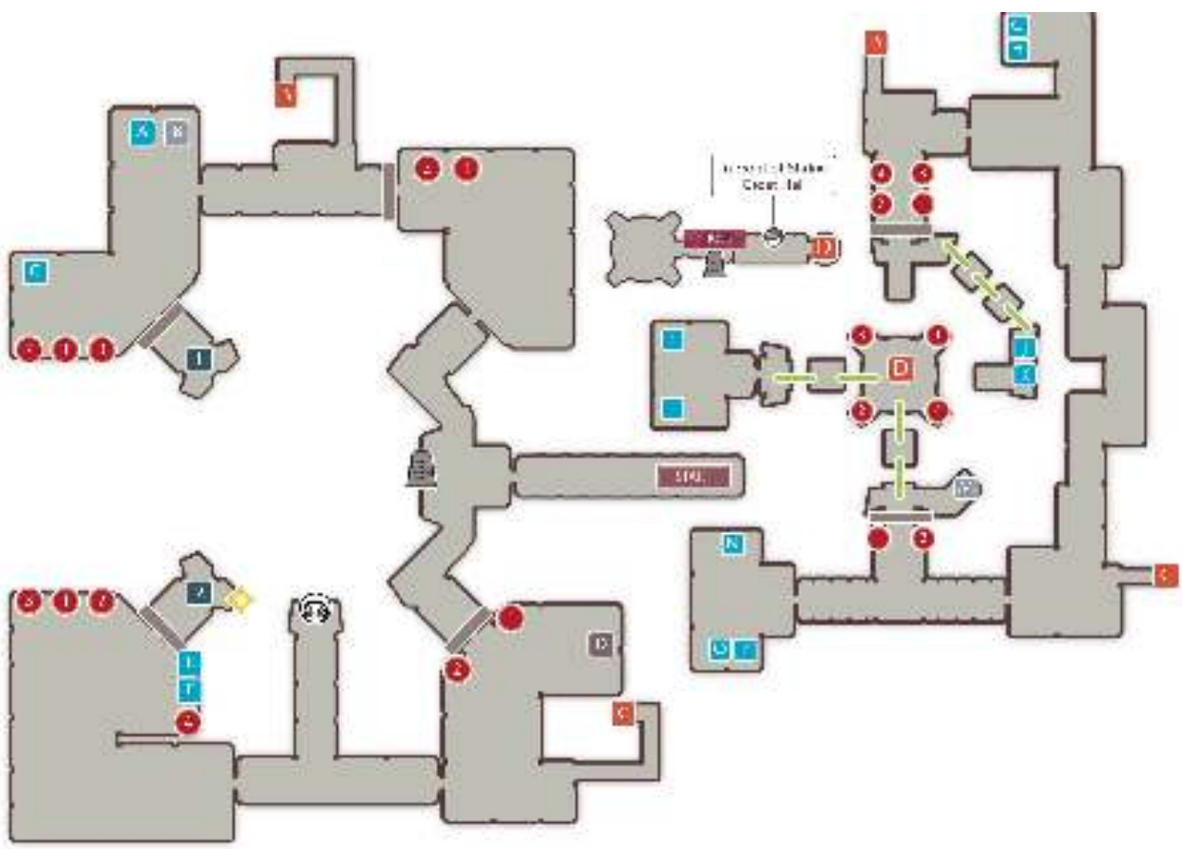


Part 3: The Trials of the Shepherd

Igraine, Shrine of the Fire Trial

The Fire Trial

IGRAINE, SHRINE OF THE FIRE TRIAL



ITEMS	
A	Peach Gel
B	Fire Ring
C	Red Chamomile
D	Flame Ward
E	Crimson Veil
F	Peach Gel

G	3600 gald
H	Apple Gel
I	Madeline
J	Dragon Tail
K	Vellum
L	Chocolate Gelato
M	Burning Dash
N	Ortlinde
O	Roll Cake
P	Red Saffron

ENEMIES

ORB WEAVER

Level	31
HP	2411
Link	—
Weakness	
Resistance	

BLAZEN WOLF

Level	31
HP	2958
Link	—
Weakness	
Resistance	

FLAME ROLLER /	
Level	31
HP	2325
Link	—
Weakness	
Resistance	

BOAR HEDDIN /	
Level	31
HP	1278
Link	—
Weakness	
Resistance	

BOSS HELLION

SALAMANDER /	
Level	38
HP	11041
Link	Blazen Wolf (+20%)
Weakness	
Resistance	

Head right since the path left is inaccessible at the moment. To open the next door, set the two torch pedestals alight using Silver Flame. Make sure to light them in order based on the number of markings on their bases.

Ignore the stairs for now and continue forward, again lighting the torch pedestals in the correct order to open the next locked door. Light the 1 torch behind the statue and lava will begin spilling out into the chamber below. Looks like you'll need to raise the lava level a bit more before the floating tiles will align and let you access the middle area.

Now, backtrack and head down the stairs. Unlock the door leading into the central chamber by once again lighting torch pedestals in the correct order. You can't do anything there yet since the lava isn't high enough, so continue through the eastern doorway.

Make your way south until you find another staircase. Head up and light the two pedestals next to the locked doorway—you now have a second exit route out of the dungeon. Pick up the Flame Ward in the copper chest nearby, as it will be useful later. Enter the second door heading westward. If you go up the center path, you can find a normin; otherwise, keep going.

Continue on through the southern passageway to reach another locked door. Light all four torch pedestals in the correct order, but this time make sure you are standing in front of the number indicator when you light each one. If you light one while facing the wrong side, the flame will sputter out. You may not see the last pedestal immediately, but it's just across the doorway on the other side of the two treasure chests.

At the second statue, light the torch 2 to bring the lava to the correct height. Check out the Discovery Point "Large Rock of Vermillion Ore" to the right, then head back down the southeast staircase.

Continue forward through the doorway ahead as you exit the staircase. At the door leading into the central cavern, light the torch pedestals in order to open the way forward, and make sure you are standing in front of the number indicator when you light each one.

Now you can travel across using Wind Rush! Light the four torch pedestals on the middle island in the correct order to activate the center elevator. Head down and activate the save point before entering the Shrine Great Hall. If you picked up the Flame Ward while in the shrine, equip it to Rose or Sorey before proceeding.

This is the shrine of Musiphe, one of the five lords. Mikleo and Sorey read the black tablet, which instructs them to touch all the other tablets in order to obtain a great power. Suddenly, a hellion appears with a domain strong enough to block Sorey's connection to the seraphim!

Unless you have equipment or food effects protecting against the Burn status ailment, you begin the battle afflicted with Burn. This battle is just Sorey and Rose, but luckily you don't have to do much to survive the first half. While your other party member distracts the hellion, run around and touch all of the four black tablets as quickly as you can. Once you do, the seraphs return, Burns are healed, and if anyone was knocked out they'll be revived for the second half of the battle alive at 1 HP. Salamander now has a pack of Power Linked Blazen Wolves with him, so take them out first. Since Edna and Dezel will only trigger the Salamander's resistance, armatize with Mikleo while keeping Lailah out as your second seraph to maximize your overall attack damage. Keep your distance from the Salamander's powerful attacks, and you'll be able to slowly but surely whittle his health down. Salamander have a special ability to prevent staggering while it has over 70% health. Concentrate on lowering his health from safe distances, rather than taking advantage of arte balancing until the special ability is nulled. Beware its powerful yet varied unblockable hidden artes and avoid accidentally charging its seraphic artes. While un-armatized, try fighting as Mikleo to take advantage of his water artes and trap the Salamander in a Power Combo, all at a safe distance with your seraphic artes.

Sorey is unable to purify the hellion because it is actually a seraph in disguise! Ekseo, the protector seraph of fire, tells Sorey he passed the test of strength and is worthy of the power of Musiphe. However, he must brand either himself or Lailah on the face in order to receive it. Sorey falters, and Lailah tells him not to bear the burden by himself. They armatize and enter battle again, neither willing to let the other be branded. Follow the tutorial to unleash your first armatized mystic arte, Flamberge.

Ekseo is satisfied that Sorey has passed both of his tests, and Sorey acquires the spiritual power of fire, a strength which allows him to withstand more powerful domains than ever before. They'll need all four of the spiritual powers in order to confront Heldalf, so it's time to search for the other shrines. Lailah's title "Prime Lord" raises to "Scything Crimson", and she also gains a scenario skill that heals all Burn effects upon armatization. While armatized with Lailah, you can now use the mystic arte Flamberge as long as you have at least 4BG.

Back in Gododdin, Masedra tells Sorey that Forton wasn't always the way she is now. For now, Sorey needs to report back to Sergei in Pendrago. As the group leaves, they are watched from afar by Heldalf and a young girl.

TIP

Before leaving the room, don't forget to examine the Monolith by the entrance.

TIP

Heldalf is inside Cambria Caverns at this point in the game. If you choose to confront him here and you defeat him (this may be possible if you are playing with New Game + data), it will trigger the game's alternate ending. For more about the different ways you can trigger this secret ending, please check "Alternate Ending" in the Sub-Event section.

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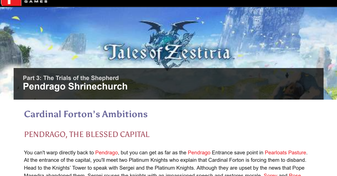


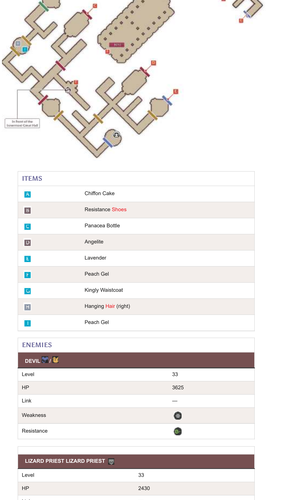
Part 3: The Trials of the Shepherd

Pendrago Shrinechurch

Cardinal Forton's Ambitions

PENDRAGO, THE BLESSED CAPITAL

You can't warp directly back to Pendrago, but you can get as far as the Pendrago Entrance save point in Pearlvale Pasture. At the entrance of the capital, you'll meet two Platinum Knights who explain that Cardinal Forton is forcing them to disband. Head to the Knights' Tower to speak with Sergei and the Platinum Knights. Although they are upset by the news that Pope Maxedra abandoned them, Sergei rouses the knights with an impassioned speech and restores morale. Sorey and Rose convince Sergei to let them handle Forton while Sergei instead works on improving his political reach, as the knights would be no match for Forton.



ITEMS

A	Chiffon Cake
B	Resistance Shoes
C	Panacea Bottle
D	Angelite
E	Lavender
F	Peach Gel
G	Kingly Waistcoat
H	Hanging Hair (right)
I	Peach Gel

ENEMIES

DEVIL

Level	33
HP	3625
Link	—
Weakness	
Resistance	

LIZARD PRIEST LIZARD PRIEST

Level	33
HP	2430
Link	—
Weakness	
Resistance	

LIVING ARMOR

Level	33
HP	2868
Link	—
Weakness	
Resistance	—

WEREWOLF

Level	20
HP	2016
Link	Lizard Priest
Weakness	
Resistance	

BOSS

MEDUSA

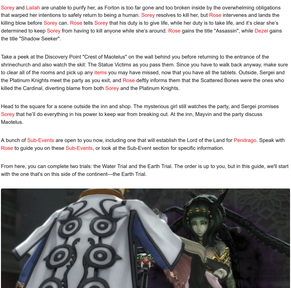
Level	39
HP	20195
Link	—
Weakness	
Resistance	

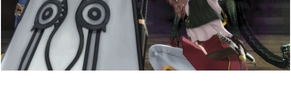
Head to the room containing the Sacred Inscriptions, and as you pass by the tablet a hidden door behind the monument swings open. Continue onward into the depths of the shrinechurch.

In the first room lies the Red Iris Gem. Tva (which unlocks Lailah's Tortured Soul title, as well as an Earthen Historia scene) and a Small Red Tablet. The tablet acts as a key to unlock red doors. Open the red door and take the first right, and continue through the next red door before you. Go right again, then left, and then continue through another red door to reach the next map area.

Head to the large room at the very back, the central room in the southwest area of the map, and collect the Small Yellow Tablet there. Exit through the yellow door and continue northeast through another yellow door, but don't head up through to the previous map area just yet.

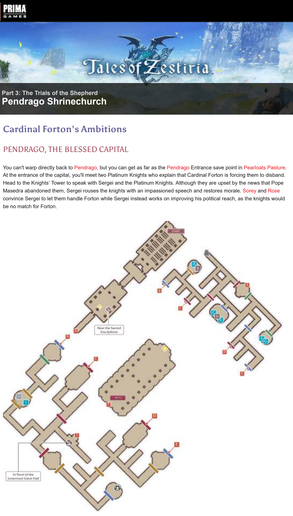
First, detour to the eastern-most room to collect the Small Blue Tablet, and then exit that room through the blue door.





Head all the way to the opposite side of the map and return to the previous map area through the passage at the northwest end to get to the room containing the final Small Green Tablet. Along the way, stop by the central room with the blue door to grab its treasures and heir.

Now that you have all four tablets, a new accessible doorway symbol appears on your map in the center of this area. Activate the save point, and then head into the Innermost Great Hall to confront Cardinal Forton.



Inside, the group encounters a group of people that have been turned to stone, including Sergei's brother, Boris. A voice from the other end of the hall interrupts their horror, and it's time to face Cardinal Forton's hellion form.

Dezel leaps forward and miraculously avoids Medusa's petrification attack; it turns out that he's actually blind! This is a great advantage in this battle, so armalize with Dezel and you can avoid being petrified. You can also just block or move out of range whenever the big floating eyes appear in the air, signalling Medusa's petrification attack, but it's easiest if at least half your team is immune to petrification throughout the entire battle. Once you know what to look for, avoiding petrification is pretty simple, but extremely dangerous if you get caught.

Take care to interrupt Medusa's artes as quickly as possible, as she is easily staggered but will call in additional enemies (Serpents) if given the chance. She is weak to wind artes as well, so focus on using the wind artes you have. You can even fight as Dezel—you won't have to worry about petrification on yourself that way.

Sorey and Lailah are unable to purify her, as Forton is too far gone and too broken inside by the overwhelming obligations that warped her intentions to safely return to being a human. Sorey resolves to kill her, but Rose intervenes and lands the killing blow before Sorey can. Rose tells Sorey that his duty is to give life, while her duty is to take life, and it's clear she's determined to keep Sorey from having to kill anyone while she's around. Rose gains the title "Assassin", while Dezel gains the title "Shadow Seeker".

Take a peek at the Discovery Point "Crest of Macrelus" on the wall behind you before returning to the entrance of the shrinechurch and also watch the skit. The Statue Victims as you pass them. Since you have to walk back anyway, make sure to clear all of the rooms and pick up any items you may have missed, now that you have all the tablets. Outside, Sergei and the Platinum Knights meet the party as you exit, and Rose deftly informs them that the Scattered Bones were the ones who killed the Cardinal, diverting blame from both Sorey and the Platinum Knights.

Head to the square for a scene outside the inn and shop. The mysterious girl still watches the party, and Sergei promises Sorey that he'll do everything in his power to keep war from breaking out. At the inn, Mayvin and the party discuss Macelleia.

A bunch of Sub-Events are open to you now, including one that will establish the Lord of the Land for Pendrago. Speak with Rose to guide you on these Sub-Events, or look at the Sub-Event section for specific information.

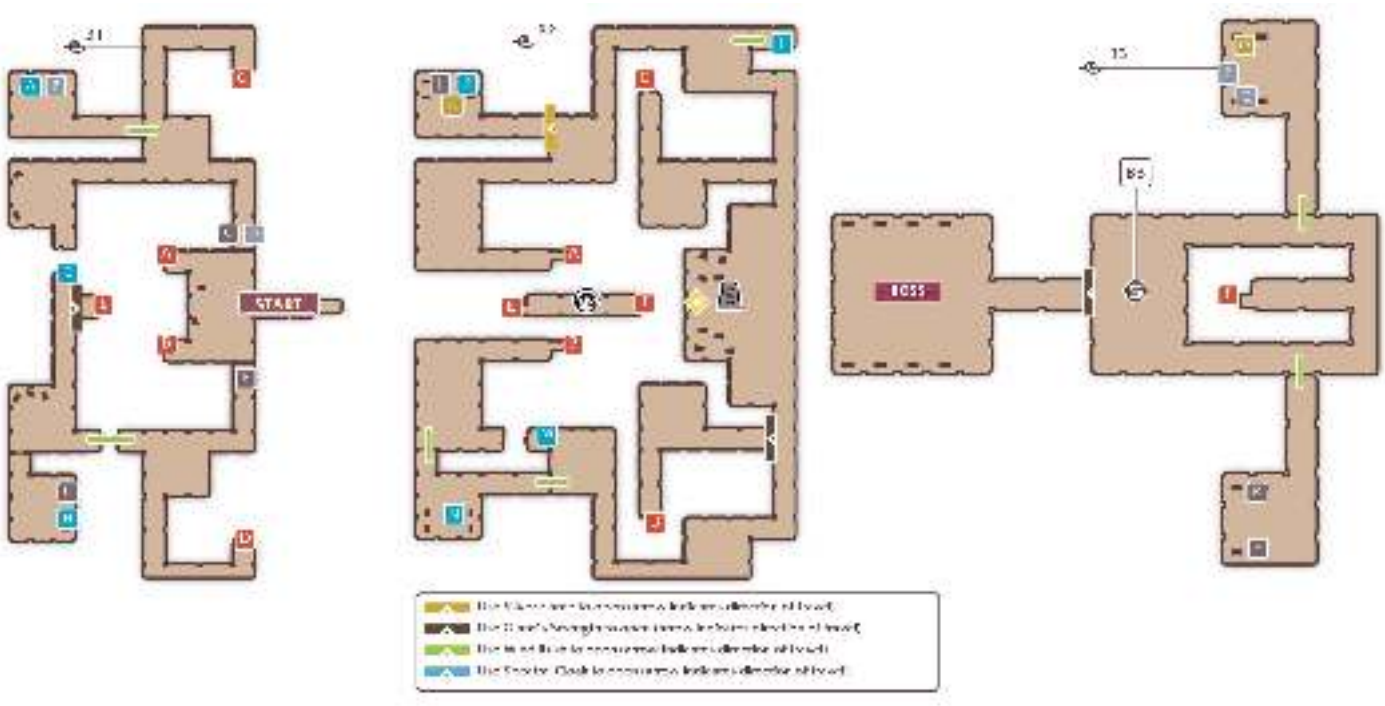
From here, you can complete two trials: the Water Trial and the Earth Trial. The order is up to you, but in this guide, we'll start with the one that's on this side of the continent—the Earth Trial.

Part 3: The Trials of the Shepherd

Gaferis Ruins

Respect For Ruins

GAFERIS RUINS



Now that you have access to all of the different map actions, make a detour and clear this short dungeon. When it looks like there's no way forward, examine the walls for colored crystals that indicate areas where you can perform map actions. Use the correct map action to open the path forward.

ITEMS

A	Fluoric Boots
B	Life Bottle
C	Dark Bottle
D	Void Slasher
E	Lavender
F	Garish Pink Shirt
G	4250 gald
H	Holy Bottle
I	Donut
J	Shiba Inu Tail
K	Jet Black Vest
L	Elixir
M	Verbena
N	Glacial Earrings
O	Direct Appeal Paperwork
P	Sharpened Needle
Q	4800 gald
R	Glacial Earrings
S	Cheesecake

ENEMIES

AGED TREANT	
Level	26
HP	2788
Link	—
Weakness	—
Resistance	

ORC FARMER	
Level	25
HP	2264
Link	—
Weakness	
Resistance	

SKELETON	
Level	27
HP	1421
Link	—
Weakness	
Resistance	

BOSS HELLION

SERKET /	
Level	36
HP	12969
Link	—
Weakness	
Resistance	

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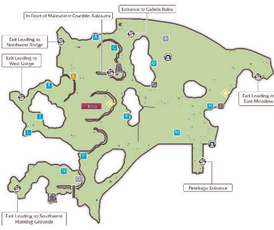
Tales of Zestiria

Part 3: The Trials of the Shepherd

Alfraad's Hunting Ground

Alfraad's Legacy

PEARLOATS PASTURE


Entrance to Calleis Ruins
In Front of Malevolent Crucible: Edna.exe
Exit Leading to Northwest Bridge
Exit Leading to West Gorge
Exit Leading to East Meadow
Pendragia Entrance
Exit Leading to Southwest Hunting Grounds

Head to the southernmost portion of Pearloats Pasture and break through the boulders in your path to open up the way to Alfraad's Hunting Ground.

ITEMS

A	Verbena
B	Shiba Inu Ears
C	Life Bottle
D	Rosemary
E	Black Stuff
F	Saffron
G	Spiked Shoes
H	Chamomile
I	Peach Gel
J	Sage
K	Cheesecake
L	Wind Ring
M	Sharpened Needle
N	Lavender
O	4500 gald
P	Peach Gel

ENEMIES

Hawk

Level	25
HP	1964
Link	—
Weakness	
Resistance	

Orc Farmer

Level	25
HP	2264
Link	—
Weakness	
Resistance	

Peacock

Level	24
HP	1550
Link	—
Weakness	
Resistance	

Skunk

Level	25
HP	1800
Link	Dangeroma (+50%)
Weakness	
Resistance	

BOSS HELLION

Dangeroma

Level	35
HP	14540
Link	—
Weakness	
Resistance	

TIP

If you've played past Tales of games, this area's name may ring some bells! Considering that the entire Zestiria story happens on a single continent that seems to have no contact with any lands beyond their own land mass, and that past games' Alfraad legends indicated that he was a pirate who sailed to new lands from someplace far away...Well, you can decide for yourself if it's merely a coincidence.

ALFRAAD'S HUNTING GROUND

Exit Leading to Pearloats Pasture
Northern Warning Grounds Entrance
Spirroundwaters Access
Navigator Statue of the Path You Protect
Entrance to Mayan Ruins
Skylight Ruins

Activate the save point and stock up on supplies if you need to. Then, break your way through any boulders in your path as you explore this new area. You can challenge a new Malevolent Crucible for Rose if you wish.

For now, head to the ruins entrance where Mayvin is resting. Enter and unlock its secrets!

ITEMS

A	Red Verbena
B	Holy Bottle
C	Madeline
D	Chiffon Cake
E	Peach Gel
F	Red Rosemary
G	X-Ray Glasses
H	Grim Cutler
I	Resistance Shoes
J	Red Saffron
K	Featherlight Steps
L	Red Lavender

ENEMIES

Dumpuk

Level	35
HP	3721
Link	Kraken
Weakness	
Resistance	

Naga

Level	35
HP	3419
Link	—
Weakness	
Resistance	

Troll

Level	30
HP	5027
Link	Boss Troll (+100%)
Weakness	
Resistance	

Wild Boar

Level	35
HP	4154
Link	—
Weakness	
Resistance	

BOSS HELLION

Spider Queen

Level	45
HP	16416
Link	—
Weakness	—
Resistance	

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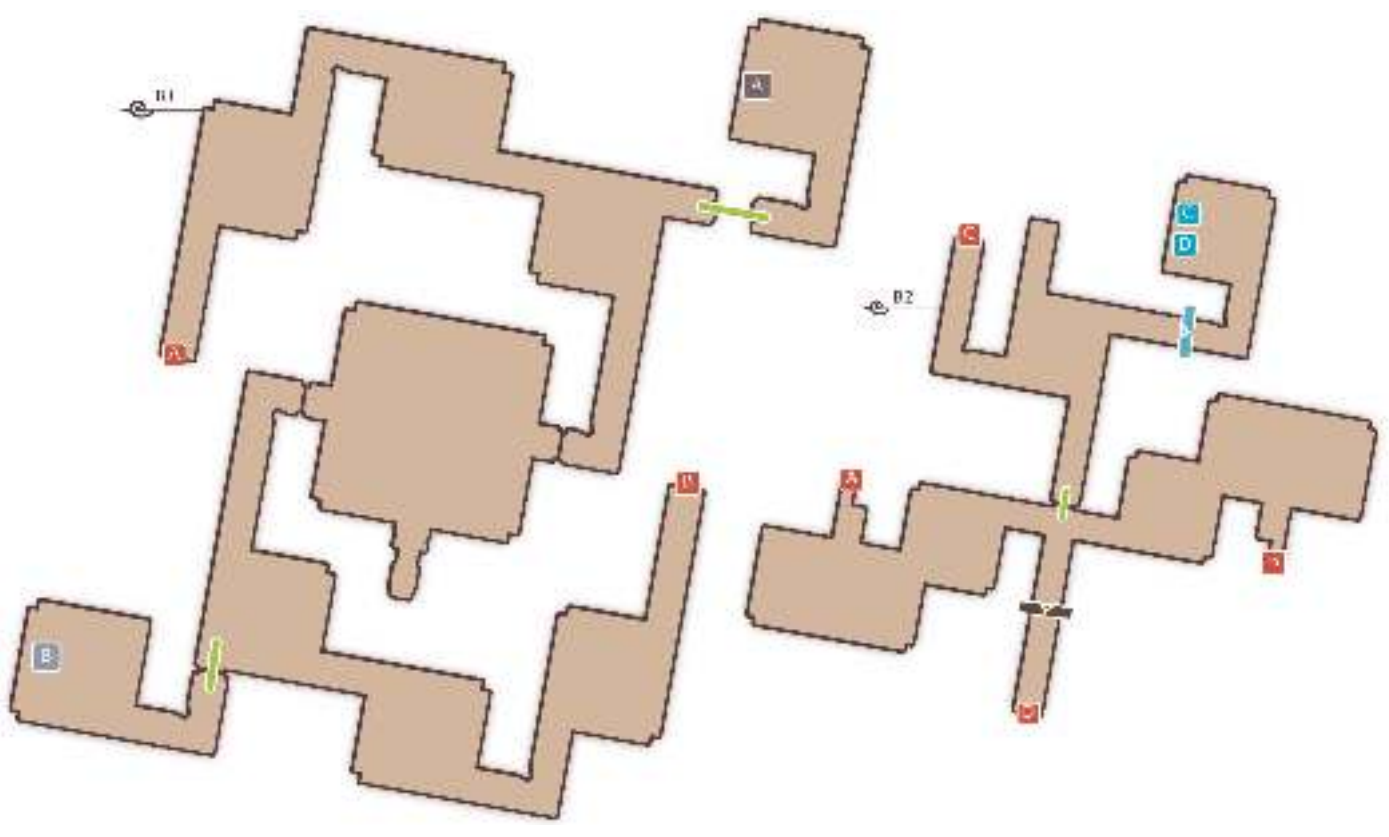
An Empty Vessel

WEYLISH RUINS



Like the Gaferis Ruins, this one also contains walls that can be removed by performing the correct map action. Head down to B3 and inspect the giant rock, and thanks to Rose's comments, Sorey will reach a deeper understanding of the world and the ruins. You can also challenge the boss hellion at the bottom of the dungeon if you want to collect another Anomalous Orb.

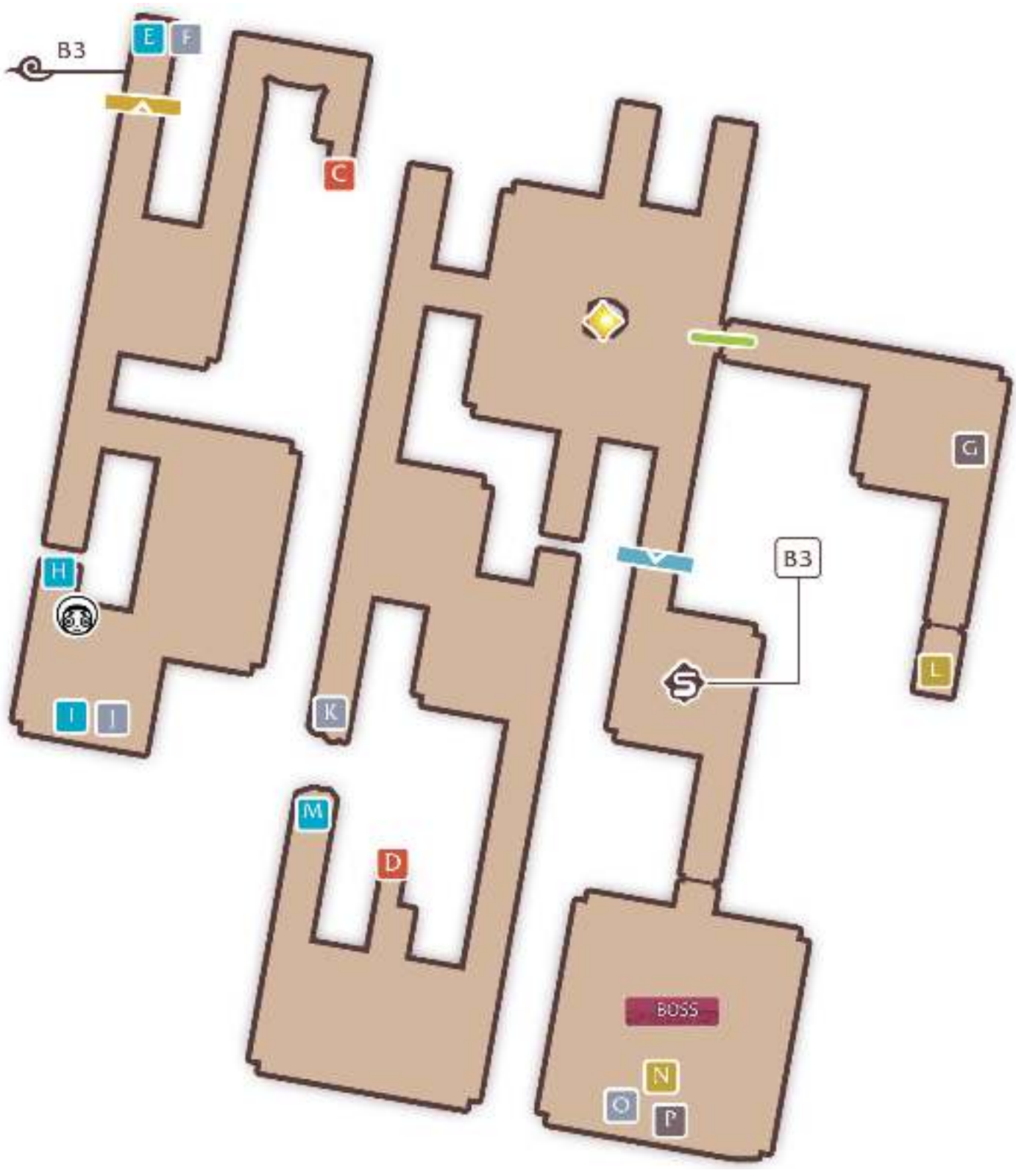
ITEMS

A	Peach Gel
B	Arcane Bottle x2
C	Demeter Harvest
D	Life Bottle
E	Fatigue Ward
F	Void Ring
G	7200 gald
H	Red Sage
I	Panacea Bottle
J	Feldspar Sword
K	Raspberry Mousse
L	Exile Hat
M	Red Chamomile
N	Rare Butterfly Tiara
O	10,500 gald
P	Gooey Stuff

BOSS

Duhvision

Level	45
HP	19401
Link	—
Weakness	—
Resistance	



ENEMIES

DUMPUS

Level	35
HP	3721
Link	Kraken
Weakness	
Resistance	

LIVING BANNER

Level	33
HP	2868
Link	—
Weakness	
Resistance	—

ORC GROOMER

Level	35
HP	4094
Link	—
Weakness	—
Resistance	

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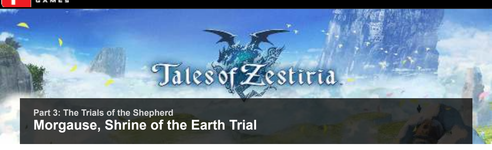


Part 3: The Trials of the Shepherd

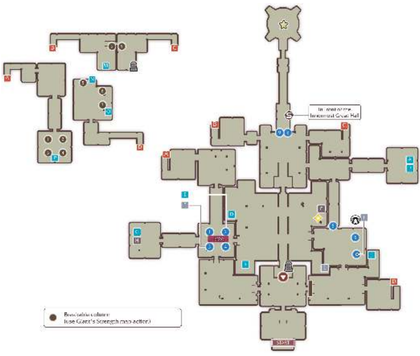
Morgause, Shrine of the Earth Trial

The Earth Trial

ITEMS

A	Life Bottle
B	Kingly Waistcoat
C	Apple Gel
D	Red Lavender
L	Peach Gel
F	Feldspar Umbrella
G	Dark Bottle
H	Pound Cake
I	Arcane Bottle
J	Red Verbena
K	Earth Ring
L	Cowboy Hat
M	Feldspar Garment
N	Soft-Serve Ice Cream
O	Red Rosemary
P	Feldspar Boots

MORGAUSE, SHRINE OF THE EARTH TRIAL



Pawan, once an impressive Shepherd before he became a seraph, greets you at the entrance. Edna tries to manipulate Pawan's lecherous personality to get the spiritual power faster, but when it doesn't work she displays a frankly disturbing amount of intimidating presence and scares off the Minotauros. Find it and quell it, and then head to the shrine's altar to meet up with Pawan again.

The Minotauros is now terrified of you and will run away if you come near it. It will run back and forth across the courtyard between the two great rooms, but simply walking up to it won't be enough. Use Mikleo's Spectral Cloak to approach it and this time it will stay and fight.

The Minotauros is weak against wind artes, so use Dezel as your main seraph in this battle. Most of its attacks are martial and hidden artes that damage the immediate area in front of it and they have a high chance of leaving you stunned while inflicting a good chunk of damage. Try to get behind it, otherwise overpower its artes while giving yourself the chance to guard and dodge. Throughout the battle, the Minotauros will attempt to call Boar hellions to its side; interrupt its call if possible, otherwise quickly take them out so you can go back to focusing on the Minotauros.

During the battle, the party realizes the Minotauros is one hellion composed of the collected souls of abandoned children. After purifying it, Edna apologizes for scaring them and the freed souls can finally be at peace. With the boss successfully defeated, head to the alter.

ENEMIES

ROCK GIANT

Level	36
HP	5233
Link	Stone Colossal (+20%)
Weakness	
Resistance	

FAIRY

Level	36
HP	2792
Link	—
Weakness	
Resistance	

SCORPSTAR

Level	36
HP	2477
Link	—
Weakness	
Resistance	

MUD SLIME

Level	36
HP	2837
Link	Slimeroot (+100%)
Weakness	
Resistance	

BOSS

MINOTAUROS

Level	42
HP	21020
Link	—
Weakness	
Resistance	

You can head down the northwest and southeast stairwells and break the columns on the bottom floor if you want to access the raised treasures in the eastern and western treasure rooms, but if you're in a rush you can skip the treasures and normin. The only bottom level columns you need to break in order to progress are the northernmost pair that you can reach if you head down the southeast stairwell, breaking the [5] column to open up the pathway to the altar. Once you reach the barred doorway leading to the final northern corridor, head down the northeast stairwell to break column [8]. This partially lowers the doorway; head back up and to the opposite stairwell and break column [9]. Now that the doorway is clear, head into the corridor and activate the save point along the way to the Innermost Great Hall. Here you can catch the skit: Sympathy for the Hellions to find out more about the children that made up the Minotauros.

Pawan bestows the spiritual power of earth onto Edna and Sorey, and you can now use the earth armatization mystic arte, Earth Revolution. Edna's title "Grown-up Child" raises to "Shattering Orange" and she gains a scenario skill that cures Slow upon armatization. Head to the exit by taking the direct route up the stairs and across the bridge so that you can check out the Monolith at the end before jumping down into the beginning room.

With the Earth Trial completed, the party is ready to take on the Water Trial. But to get there, you'll need to return to Hyland.

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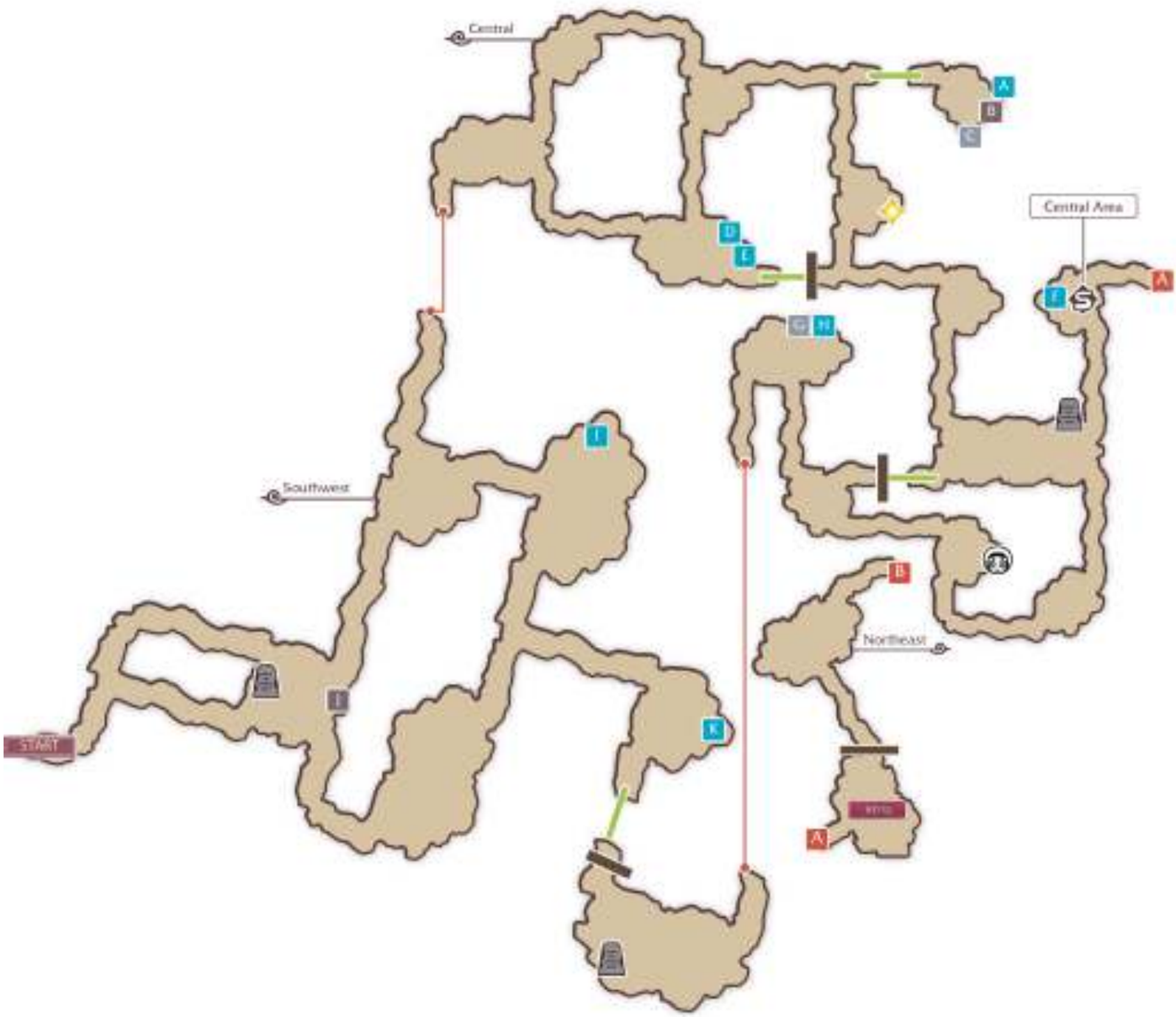
Part 3: The Trials of the Shepherd

Lamorak Cave

Secret Passage



LAMORAK CAVE

Now that you have Edna's map action, you can clear the way back to Hyland via Lamorak Cave. After the Central Area save point, you can choose to battle the optional boss Bat Baron, or you can ignore it and continue on to Bors Ruins.

ITEMS

A	Apple Gel
B	3200 gald
C	Topknot
D	Verbena
E	Fake Snack
F	Fluoric Pendulum
G	4500 gald
H	Fluoric Hairband
I	Panacea Bottle
J	Fluoric Boots
K	Lavender

ENEMIES

LIZARDMAN

Level	18
HP	1086
Link	—
Weakness	
Resistance	—

SCORPION

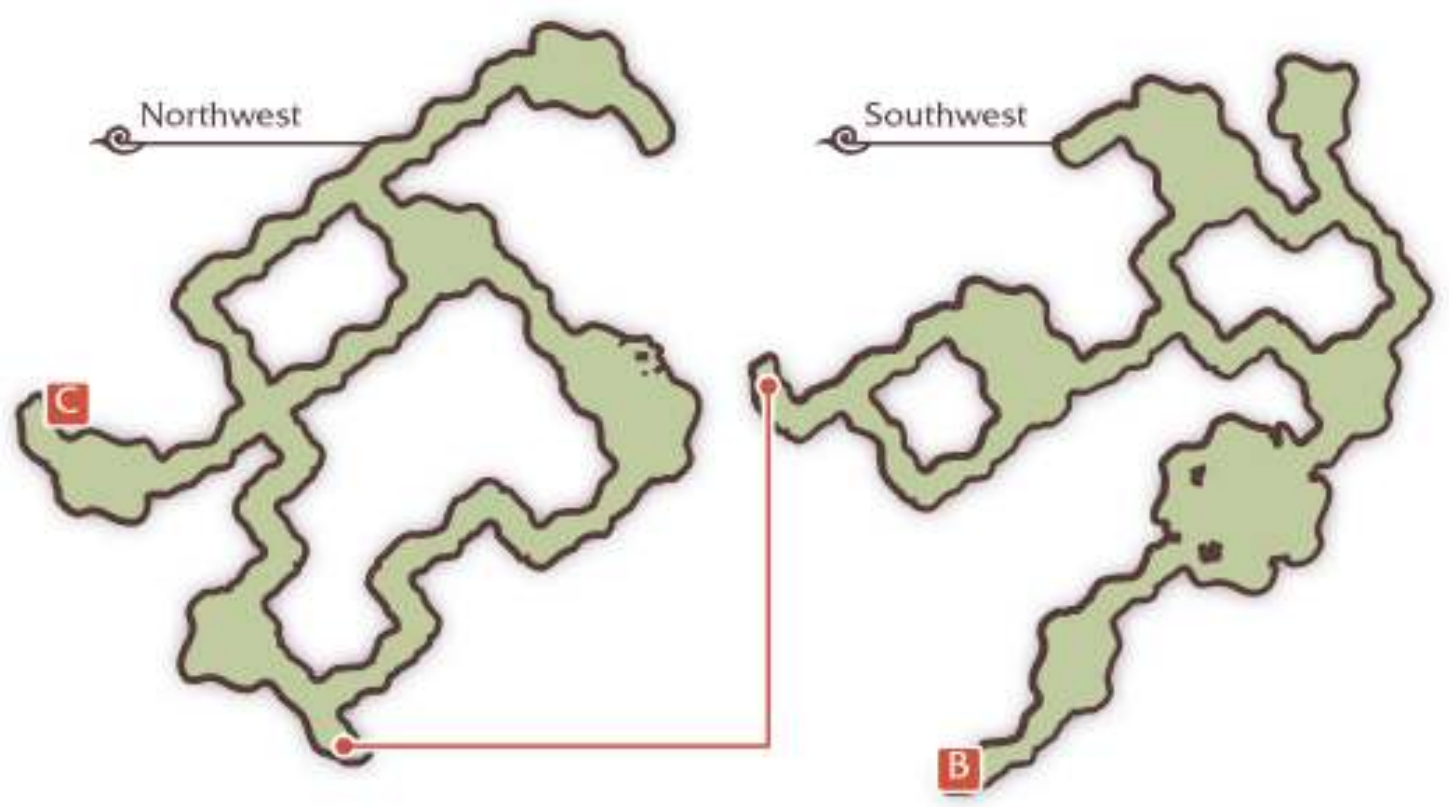
Level	15
HP	808
Link	—
Weakness	
Resistance	—

ZOMBIE	
Level	23
HP	1148
Link	—
Weakness	
Resistance	—

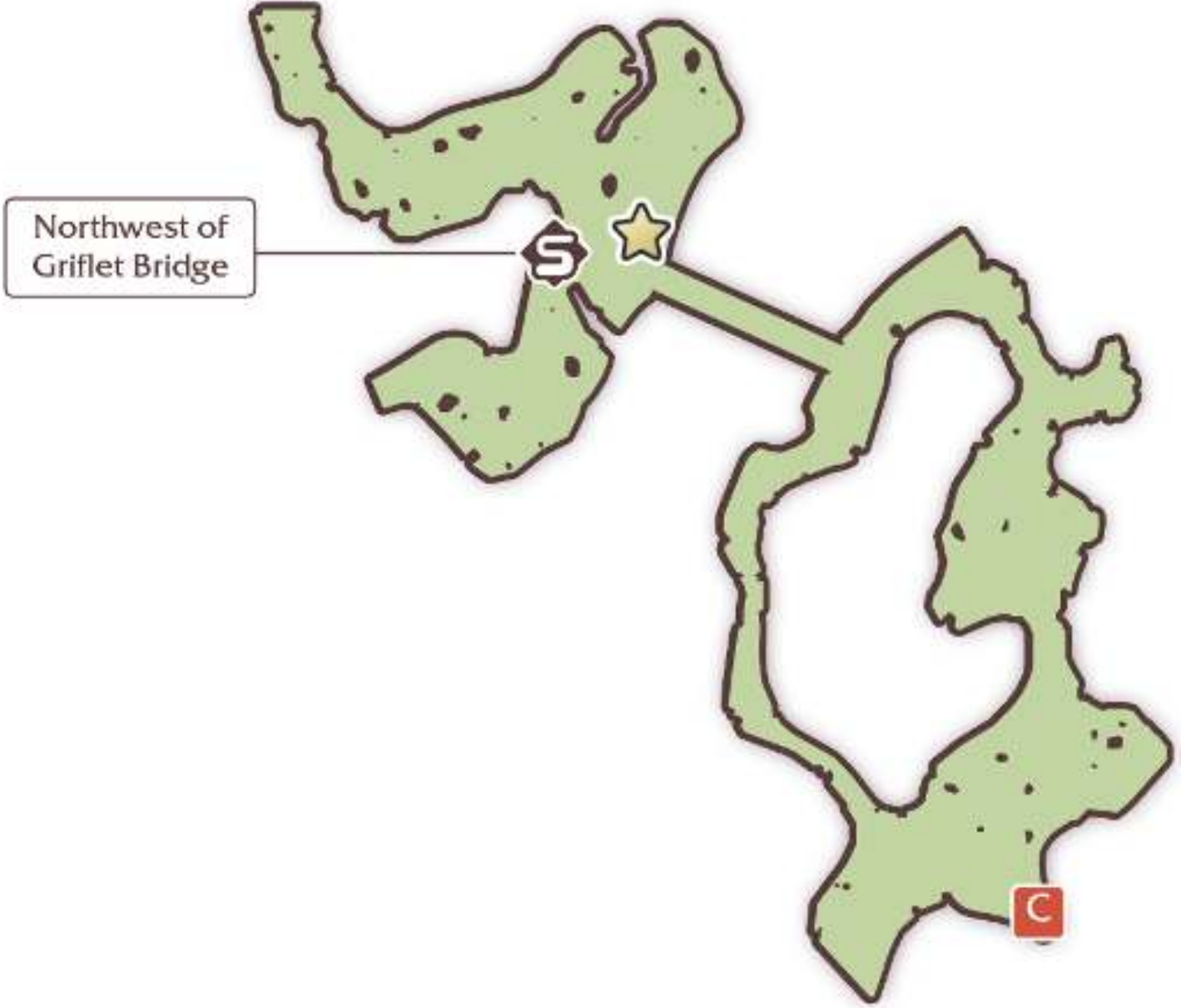
BOSS HELLION

BAT BARON	
Level	40
HP	9425
Link	—
Weakness	—
Resistance	

BORS RUINS

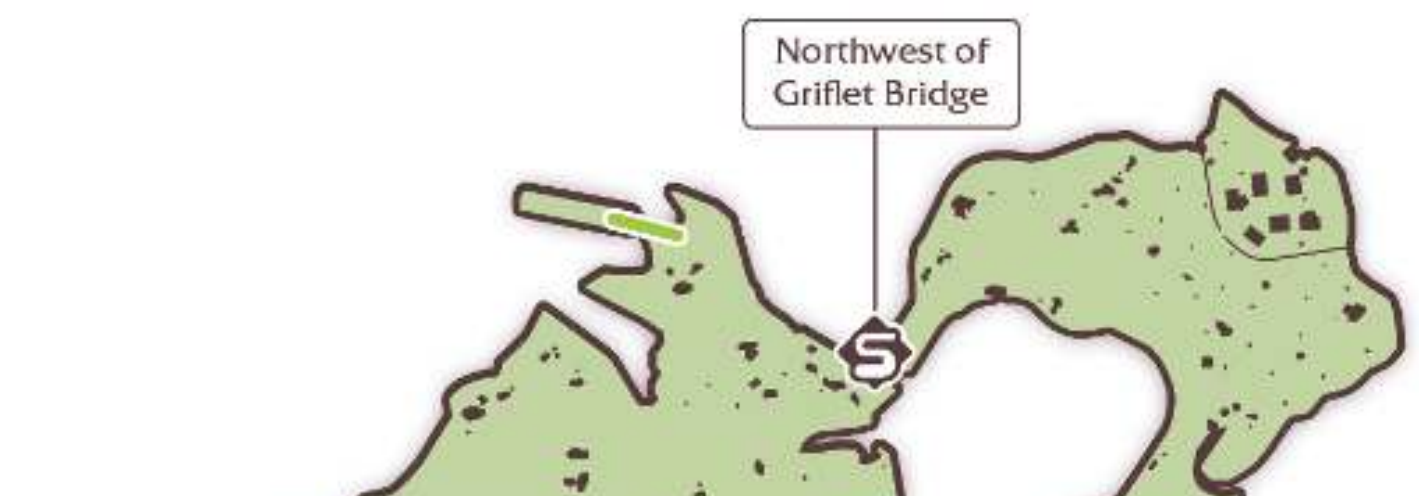


FALKEWIN HILLSIDE



Now that you can destroy all the boulders, clear this area to collect treasures, examine discovery points, and find normin. Then, continue on through until you reach the Griflet Bridge in Falkewin Hillside. Alisha is there, and you can ask her for advice on where to look next. She'll tip you off to the location of the next shrine in Lakehaven Heights. Head over the bridge for another scene with Alisha, and continue to Lakehaven Heights on foot if you want to hear some interesting conversation tidbits.

LAKEHAVEN HEIGHTS



Alternatively, you can just warp directly to the Near Great Morgan Falls save point in Lakehaven Heights if you're in a hurry. The hidden entrance you're looking for is now marked on your map, a cavern obscured by the waterfall! Use Wind Rush to cross the gap and enter Lefay, Shrine of the Water Trial.

TIP

You're probably able to take on the optional bosses in this area at your current level, if you wish, near the waterfall and in Abandoned Kylfe.

TIP

If you are here on your second playthrough using New Game + save data, you are probably high enough level (party level 45-50 is recommended) to try battling your Shadow party members from the previous playthrough. In Lakehaven Heights, at the center of the map, inspect the black stone with a circle on it to trigger the arena battle against the Shadow characters. Defeating all seven will allow you to regain all of your equipment from your previous playthrough (with the exception of the special equipment that can be fused with anything). The level of the Shadow characters depends on the equipment that was equipped when the NG+ data was created.

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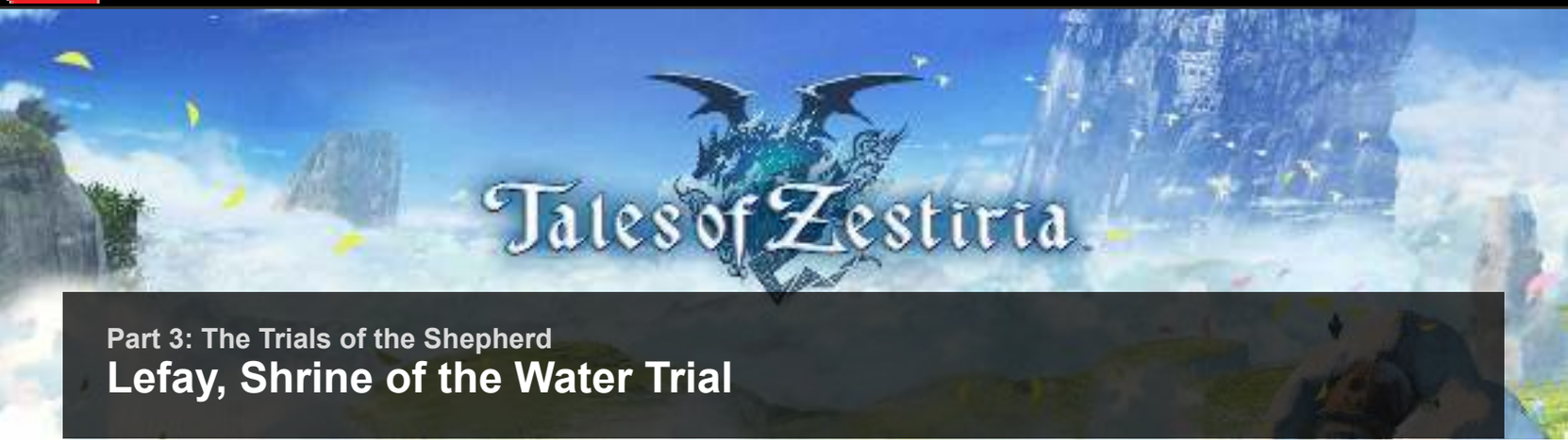


Part 3: The Trials of the Shepherd

Lefay, Shrine of the Water Trial

The Water Trial

LEFAY, SHRINE OF THE WATER TRIAL

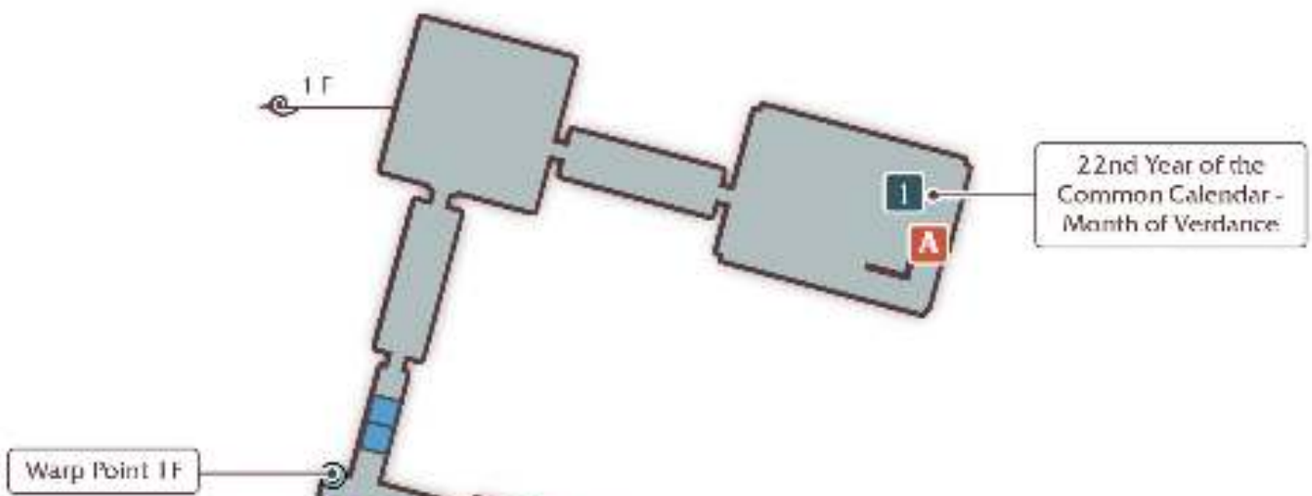
Altul, a protector seraph, welcomes Sorey and his group into the shrine of Amenoch. Their conversation is interrupted by the cries of an angry hellion, Asura, who is looking for his sword. The task in this trial is to discover why he became a hellion.

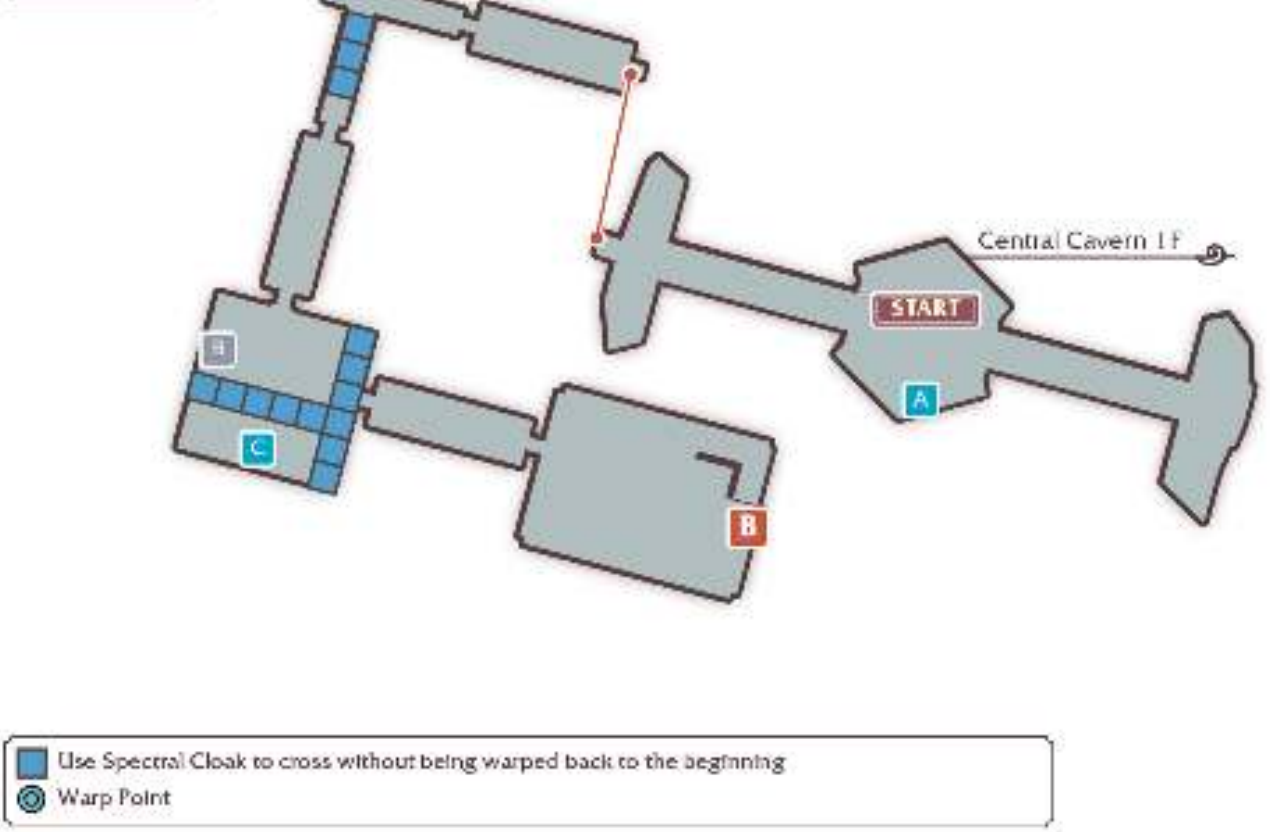
The most difficult portion of this trial is navigating the shrine, which is filled with puzzle rooms that require careful use of the Spectral Cloak map action. This action will only last for the amount of time it takes to cross two floor tiles, so you'll need to plan your movements in great detail. If you get caught in the gaze of an eye, you'll be instantly transported back to the pool of water at the entrance. Study these maps closely and you should be able to clear the area without a problem, but remember that one wrong move can send you all the way back to the beginning.

The first floors provide you with clearly marked floor tiles that show which areas are visible to the eyes, but as you proceed higher, those markings are not available, so you'll have to scan your surroundings dilligently before moving.

As you progress, you will need to make sure to open the special treasure chests marked on the maps in this guide. These chests contain journal entries of a past Shepherd who was once a swordsmith. As you read Asura's story, Sorey will learn why he became a hellion. An earnest Shepherd, overwhelmed by his perceived inadequacies, created a marvelous but dangerous sword.

Once you reach the raised dais, step on it to be transported up to the top floor, and activate the save point before continuing onward to battle Asura.





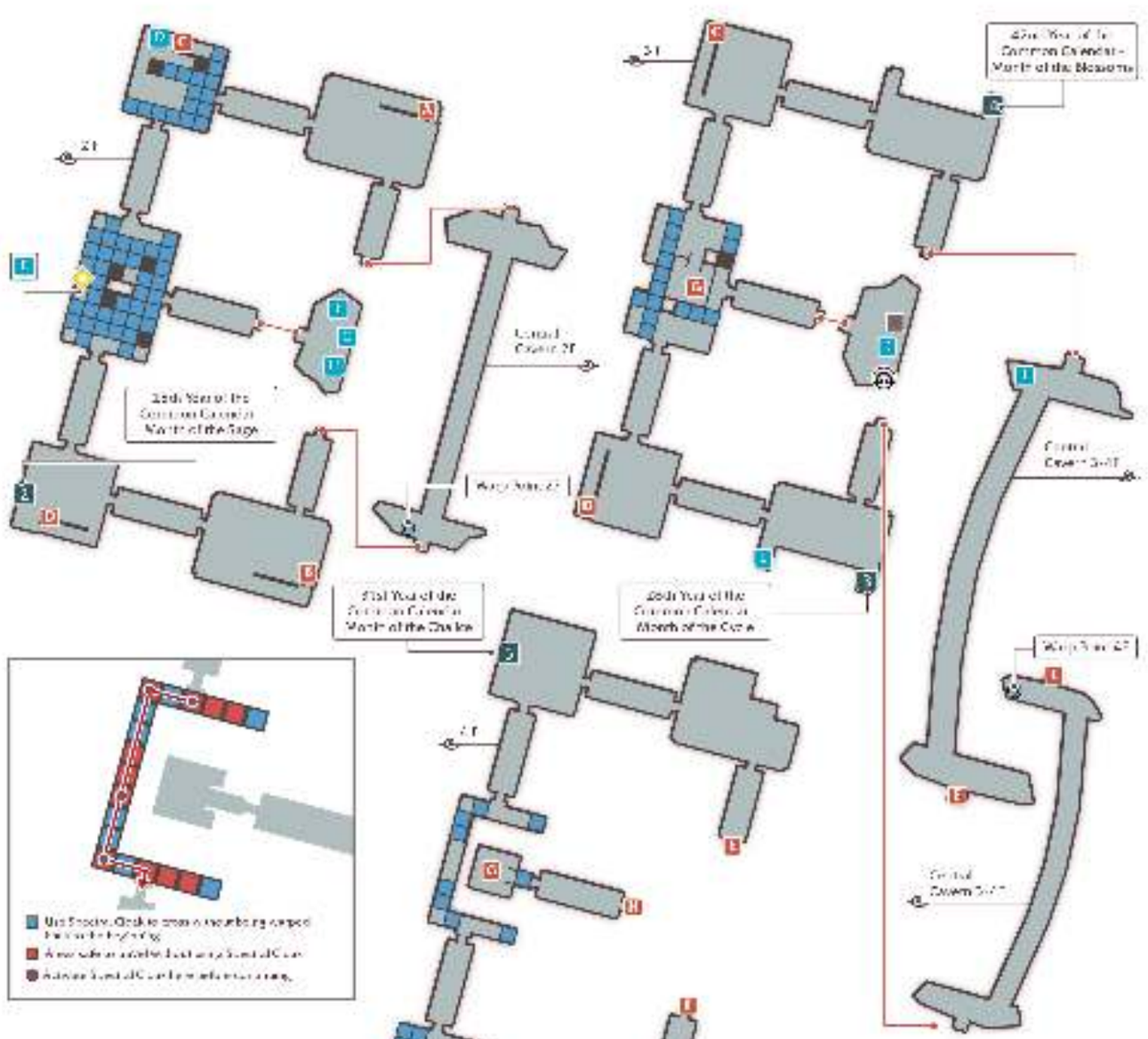
ENEMIES

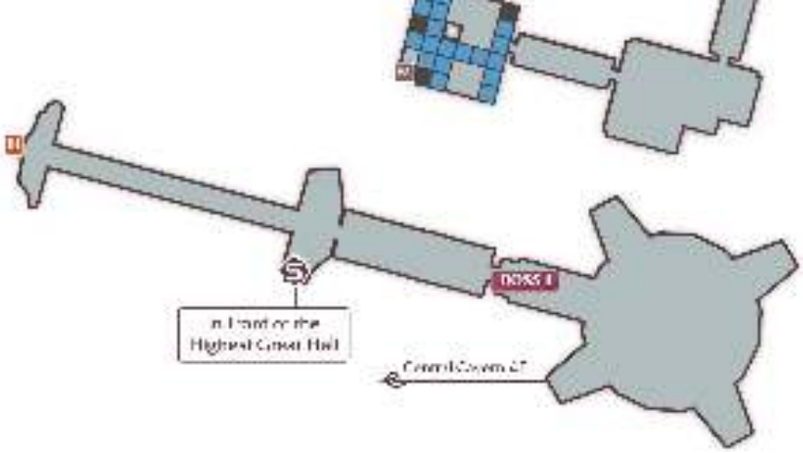
AQUAPHANT	
Level	37
HP	5057
Link	—
Weakness	
Resistance	

DARKEN EYE	
Level	37
HP	3137
Link	—
Weakness	
Resistance	

SCYLLA	
Level	37
HP	3877
Link	—
Weakness	
Resistance	

HUNDREPEDE	
Level	37
HP	2622
Link	—
Weakness	
Resistance	





ITEMS

A	Verbena
B	Shiba Inu Ears
C	Life Bottle
D	Rosemary
E	Black Stuff
F	Saffron
G	Spiked Shoes
H	Chamomile
I	Peach Gel
J	Sage
K	Cheesecake
L	Wind Ring
M	Sharpened Needle

BOSS

ASURA /	
Level	45
HP	20940
Link	—
Weakness	

Resistance	

Armatize with Edna and exploit Asura's elemental weakness. His artes can be difficult to interrupt, so it’s safer to block or evade when he starts casting, rather than attempting to stop him. He hits hard and has a special ability that extends the amount of time you're stunned, so use restoration artes like Fairy Circle (and items if you don’t want to use your BG) to keep your HP high. If battling close range becomes overwhelming, take control of Edna and lay your earth artes on him from a safe distance. Once you whittle away most of his health, a cutscene will appear and Altul will aid Sorey. Now you can finish Asura off. Though you can defeat him like any other hellion, you can now use the mystic arte Aqua Limit while armatized with Mikleo to have a fitting end. When you defeat Asura, Mikelo's title "Sub Lord Friend", raises to "Piercing Azure."

Head back and allow yourself to be transported back to the entrance where Altul is waiting. Asura’s drive for power corrupted him, and Altul, his Prime Lord, took the sword for safekeeping. He offers the sword to Sorey, but Sorey declines, passing the second test. At this point, Lady Maltran steps in. She takes the weapon and reveals that she has been a hellion all along, working for Heldalf and trying to incite war while using Alisha as a puppet for her own political manipulations.

The party is concerned with what this revelation will do to Alisha, who has looked up to Maltran for most of her life. Now that you have the spiritual power of water and this new information, you can stop by Ladylake for some scenes with Alisha and Maltran in the Noble’s District. Once you’re ready to proceed to the next trial, head back to Rolance territory and enter Westronbolt Gorge, where you can now handle the powerful malevolent domain enough to travel normally.

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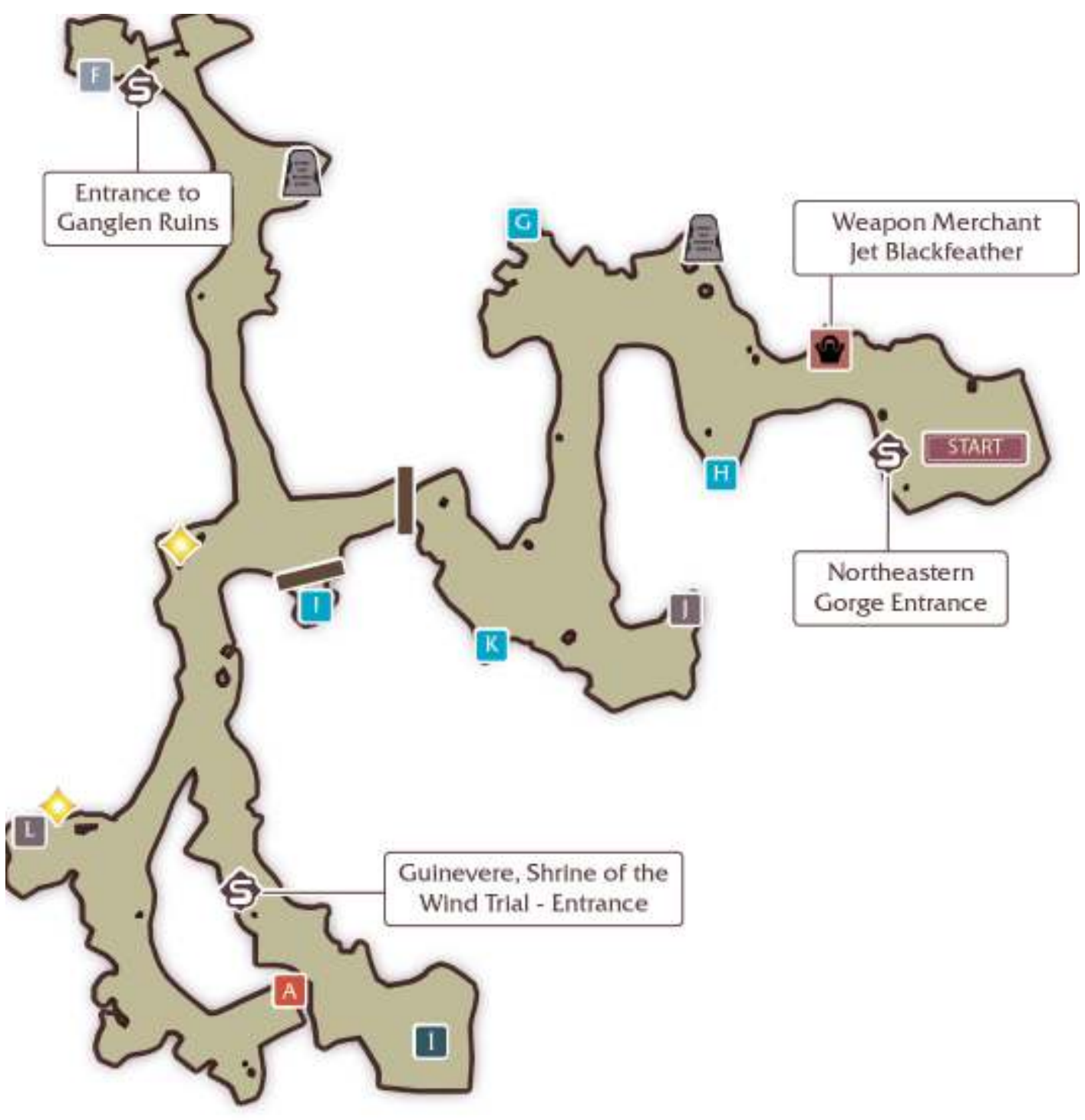
Uncanny Valley

WESTRONBOLT GORGE


Entrance to Ganglen Ruins
Weapon Merchant Jet Blackfeather
START
Northeastern Gorge Entrance
Guinevere, Shrine of the Wind Trial - Entrance

If you wish, you can now challenge the Malevolent Crucible in this area. Restock your supplies if needed, and then head to the southeast portion of the map where a group of soldiers is standing. Beyond them lies the last trial shrine.

ITEMS

A	Red Lavender
B	Pastel Parasol
C	Red Verbena
D	Madeline
E	Noise-Canceling Headphones
F	Life Bottle
G	Holy Bottle
H	Peach Gel
I	Chapka
J	6250 gald
K	Red Rosemary
L	Chiffon Cake

ENEMIES

BLOODSUCKER

Level	38
HP	2286
Link	—
Weakness	
Resistance	

COBRA

Level	38
HP	3308
Link	—
Weakness	
Resistance	

GOBLIN SNIPER

Level	38
HP	2578
Link	Goblin Lord (+20%)
Weakness	
Resistance	

WILD BOAR

Level	35
HP	4154
Link	—
Weakness	
Resistance	

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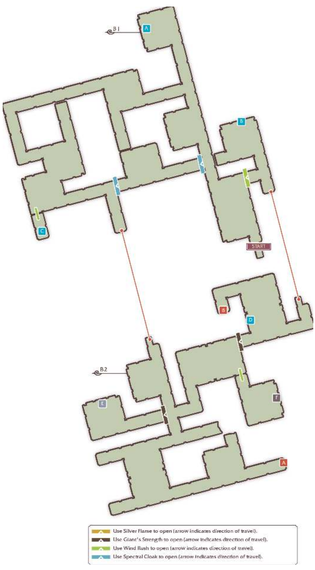
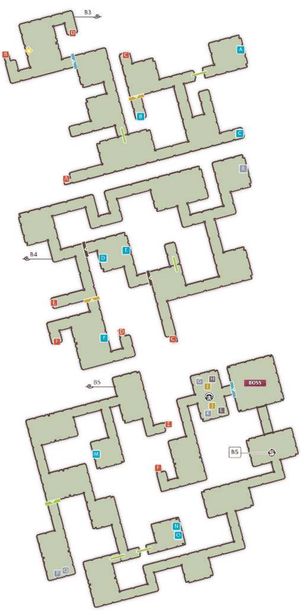
Treasure Troll

GANGLEN RUINS


B1
BOSS
B2
Use Silver Flame to open (arrow indicates direction of travel).
Use Crane's Strength to open (arrow indicates direction of travel).
Use Wind Rush to open (arrow indicates direction of travel).
Use Spectral Cloak to open (arrow indicates direction of travel).

ITEMS

A	Apple Gel
B	Holy Bottle
C	Peach Gel
D	Red Saffron
E	10,000 gald
F	Sword Breaker



Before you take on the Trial of Wind, check out this optional dungeon. You may wish to avoid the Boss Hellion and come back later to defeat it when you are at a higher level. For now, take advantage of the treasure within, battle your way through the enemies for experience and item drops, and make sure you're prepared to face the challenges of the upcoming shrine.

You can pass through the boss room without challenging the Boss Troll, so make sure you keep exploring and snatch up the ample treasure in the next room, as well as the normin waiting in the middle of the room. There's also a Discovery Point on B3, if you're looking to complete your Discovery Book.

ITEMS

A	Protective Hops
B	Hushed Sonance
C	Animalia Ring
D	All-Divide
E	Runner's High
F	Red Chamomile
G	Sharp-edged Paper
H	5700 gald
I	Aqua Marine Blue
J	Elder Garden
K	9800 gald
L	Homely Hairband
M	Pipe
N	Peach Jelly
O	Golden Band
P	All-Divide
Q	Peach Gel
R	Pure White Veil

BOSS HELLION

BOSS TROLL

Level	49
HP	27942
Link	—
Weakness	—
Resistance	

COBRA

Level	38
HP	3308
Link	—
Weakness	
Resistance	

OCTOBERT

Level	39
HP	4342
Link	—
Weakness	—
Resistance	

ORB WEAVER

Level	31
HP	2411
Link	—
Weakness	
Resistance	

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Part 3: The Trials of the Shepherd

Guinevere, Shrine of the Wind Trial

The Wind Trial

GUINEVERE, SHRINE OF THE WIND TRIAL

There's a save point immediately in front of you when you enter the square. You might want to use it.

In front of the shrine, a human falls from the top of the structure, and Sorey armatizes with Dezel to save him. The man is unconscious, but alive. Following him down is Dullahan, a powerful hellion, with Zaveid hot on its heels. Looks like Zaveid has been doing some training of his own at the shrine. Sorey intervenes before Zaveid can kill Dullahan, and Dezel tries to figure out how Zaveid can kill on his own. Edna and Zaveid seem to know each other, and once again Zaveid insists on a battle.

ITEMS	
A	Red Sage
B	Red Lavender
C	Wind Ring

BOSS	
ZAVEID /	
Level	40
HP	7394
Link	—
Weakness	—
Resistance	

Zaveid is still a tough opponent. Make sure to evade his powerful seraphic artes, which have predictable attack areas, but can damage anyone near him. Try to have your party spread out so that his attacks effect as few members as possible. Watch out for his mystic arte, which can easily take out any of your party members. After the battle, Zaveid pops back up and agrees to let the group attempt to quell Dullahan. Dezel grills him about how he's able to kill hellions, and Zaveid explains how his gun provides him with the energy to do so, albeit at a cost. He takes off, and you're free to deal with the guy you saved and then head up the tower.

It turns out that the man was trying to kill himself as a sacrifice to the gods. He doesn't believe that Sorey is the Shepherd. You can choose from three options:

1 Try to convince him of the truth.

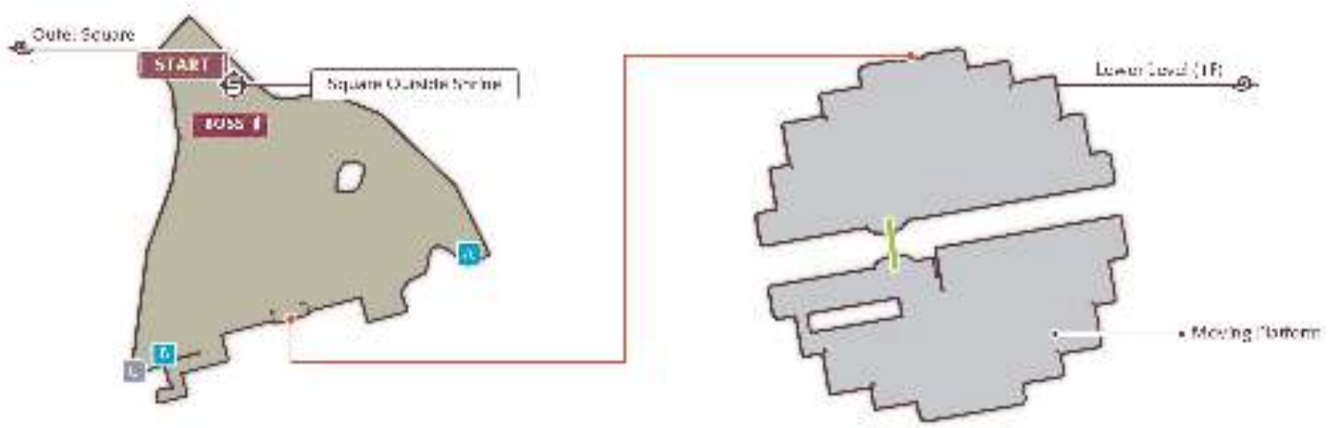
Well, at least you get him to go back to the guards.

2 Show him an example of the Shepherd's power.

Edna will help put on a display that scares the crap out of the guy.

3 Leave him alone.

Well, if you don't want to bother, you can let him believe what he will.



Approach the side of the shrine to trigger a cutscene where the party notices that the stairwell leading to the top is broken. They decide that route would leave them vulnerable and is not worth the risk. Collect the nearby chest and herbs, and head to the front door. The first few floors are simple enough; find the glowing green tiles on the floor that will take you up to the next level. Soon enough, however, things get more complicated.

Starting on the central levels, there are large walls or doors that can be moved by activating wind symbols using Wind Rush while standing next to them. These wind switches control the doors, but remember that when you move a door, it slides either up or down, and will then block part of another floor. You'll have to do some backtracking to make it all the way up.

On the eastern edge of the 9th floor is a save point and a doorway leading outside. Activate the save point and head out to traverse the final portion of the ascent. Outside the doorway, the group meets another former Shepherd-turned-protector-seraph, Wardell. He tells them that they need only reach the top of the structure, and then he will decide how he feels about them and if they are worthy of the spiritual power.

ITEMS	
A	Panacea Bottle
B	Peach Gel
C	Strawberry Waffle
D	Peach Jelly
E	Protective Hops
F	Raspberry Mousse

G	Peach Gel
H	Holy Bottle
I	Void Spheres
J	Labradorite
K	Hushed Sonance
L	8500 gald
M	All-Divide
N	Apple Gel
O	Red Verbena

ENEMIES

GARGOYLE /

Level	40
HP	3912
Link	—
Weakness	
Resistance	

SABER-TOOTHED TIGER

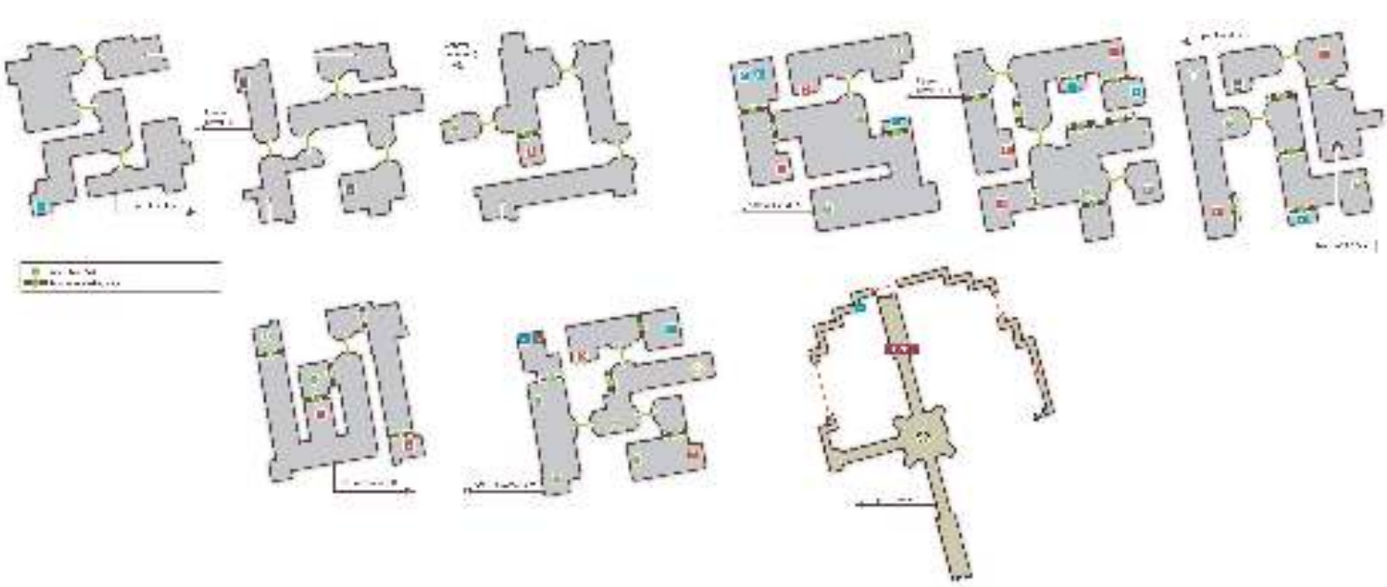
Level	40
HP	5865
Link	—
Weakness	
Resistance	

WENDY	
Level	40
HP	4147
Link	—
Weakness	
Resistance	

WYVERN	
Level	40
HP	6187
Link	—
Weakness	
Resistance	

BOSS

DULLAHAN /	
Level	47
HP	16247
Link	—
Weakness	
Resistance	



Continue up the stairs until you reach the top. At the star, a figure appears to be standing at the edge of one of the walkways. It's a girl who has come up here to commit suicide. Approach her and the group will talk to her. Suddenly, Dullahan appears, and his approach knocks the girl off the ledge. She hangs on, dangling by her hands, and Dezel and Sorey race past Dullahan to save her while Mikleo and Rose distract the hellion. The girl admits to not wanting to die, and Sorey gives her some words of encouragement. Dezel grudgingly approves of her new resolve, and the team regroups to face the hellion.

Dullahan is an Undead Hellion, which means that he will gradually recover 25% of the damage he receives. This will prolong the battle, but you can block this ability by inflicting him with a status ailment. Luckily, Dullahan staggers, takes on ailments, breaks concentration easily against his two element weakness—Non-Elemental and Fire—making Sorey, Rose, and Lailah ideal for this battle. Throughout the battle, he'll try to call in assistance from various hellions within the Shrine—it's a hidden arte, so break it with your own powerful hidden artes or a seraphic arte if you can. If Dullahan succeeds, it's a good time to armatize with Lailah to take down the enemies around you with your powerful Fire area-of-effect artes. Focus on offense while keeping an eye on your party's health, and you'll bring the headless horseman down.

Once the battle is over, Sorey tells the girl that Dezel saved him, and she thanks the seraph profusely. Head back to speak with Wardell who will deem the group worthy of the spiritual power of wind. Dezel is contemptuous of the seraph's talk about the power of friendship, but Wardell tells him that making it through the trial is already proof of his bonds with the Shepherd and the rest of the party.

The party decides that it's time to take on Heldalf, now that they have the powers of all four elements and decide to return to Glaivend Basin. When you gain control of Sorey again, Dezel's title "Wind of Vengeance" raises to "Verdant Green" and you can now use the mystic arte "Sylphystia" while armatized with him. For completing all four trials, Sorey's title "Shepherd" changes to "Grand Shepherd." Return to the 9F save point and warp to Volgran Forest since Glaivend Basin warp points are not available at the moment. From there, head into Glaivend Basin and approach the military outpost to meet with some of the Sparrowfeathers.

The Talfryn twins report that the Pendrago imperial family wants to secure the services of the Scattered Bones, and Rose decides to take on the job. She plans to sneak into Pendrago castle by herself, but Sorey volunteers to go with her since the imperial family appears to have gotten involved with hellions. Dezel is excited to finally have a chance to get his revenge.

The Pendrago warp points are currently unavailable, so warp to Pearloats Pasture at the "Exit Leading to East Meadow" save point and make your way to Pendrago from there.

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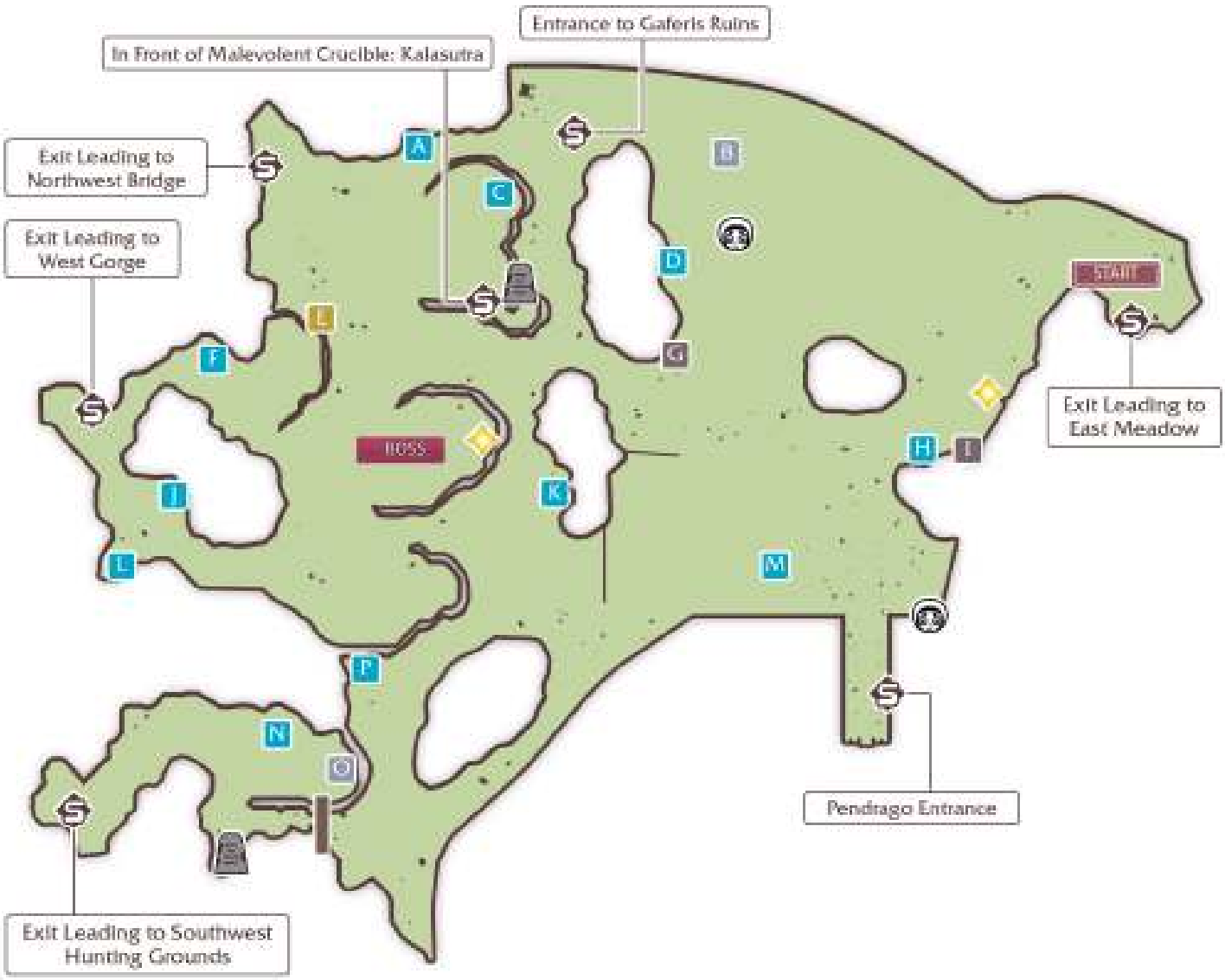
Part 4: The Duty of the Shepherd

Pendrago, the Blessed Capital (2)

Revenge And Redemption

PEARLOATS PASTURE



ITEMS

A	Verbena
B	Shiba Inu Ears
C	Life Bottle
D	Rosemary
E	Black Stuff
F	Saffron
G	Spiked Shoes
H	Chamomile
I	Peach Gel
J	Sage
K	Cheesecake
L	Wind Ring
M	Sharpened Needle
N	Lavender
O	4500 gald
P	Peach Gel

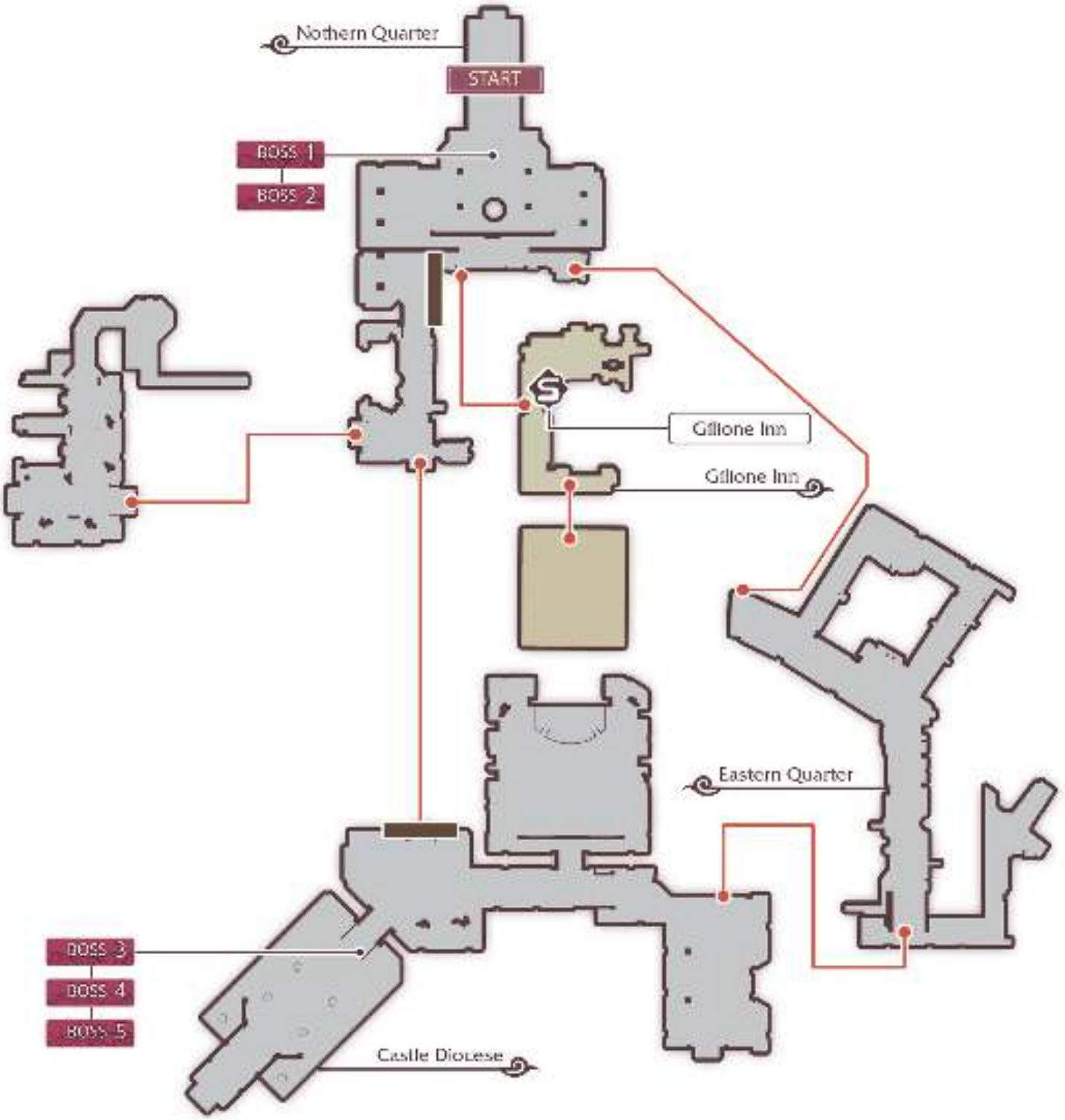
BOSS

ZAVEID	
Level	42
HP	11325
Link	—
Weakness	—
Resistance	

In front of Pendrago, Zaveid is waiting. He tells the group, mainly Dezel, that they should leave this target for him to eliminate. Dezel furiously refuses, and Zaveid once again faces the party in battle. This is Zaveid at his most powerful, though the strategy against him is not so different than when you fought him at the Wind Trail. Keep your party spread apart and have your seraphim attack from a distance. Dezel wants this battle to be personal and will yell at you if you take him out of the fight, but feel free to switch him out since his wind artes will only trigger Zaveid's resistance. Zaveid likes using Quick Evades against your powerful moves to give him an SC bonus, so always be ready to put your guard up against his seraphic and martial artes..

Zaveid admits defeat and gives Sorey his gun, Siegfried, telling the Shepherd to use it if he can't stop Dezel from killing to get his revenge. The gun (and its last bullet) has the power to stop malevolence from binding with people. Zaveid seems to care a lot about the party, especially Dezel's path of vengeance. Dezel's titles "Chain Nemesis", "Wind Guardian", and "Whirlwind Caster" increase in rank.

PENDRAGO, THE BLESSED CAPITAL



BOSS

LUNARRE	
Level	41
HP	7706
Link	—
Weakness	—
Resistance	—

Stock up on any equipment you may need, and then stay at the inn to wait until night has fallen. Speak with Rose, who will direct you to do some investigation in the town before any castle infiltration gets underway. Head toward the entrance gate and Lunarre will drop in. This is the first time Rose has been able to tell that Lunarre is a hellion, so she's quite shocked. The battle commences—Lunarre has grown powerful since you last fought him, but this battle is straightforward. Guard and dodge his attacks, keep his artes broken, inflict staggers against him, and you'll bring him down.

Before Lailah can purify Lunarre, a strong presence and a voice interrupts. Suddenly, there are multiple Lunarres! The four Lunarres have all of his battle moves with a third of his health. Use your area-of-effect attacks to take them all down and try to keep them spread apart so they don't overwhelm you.

Chase after Lunarre, the mysterious voice taunting Rose all the while. The party figures out that the job offer was a trap all along, and Dezel reveals that the owner of the voice is the target he's been hunting for so long.

There's only one path to follow, so head through the Eastern Quarter and finally over to the entrance to the Pendrago Shrinechurch. In the plaza before the shrinechurch, a major battle will be fought, so make sure you're prepared.

Lunarre stands waiting, but disappears as the party approaches. In his place stands the girl who was watching the party from afar. Dezel is overcome with hatred for the girl, who he says turned his friends into hellions and destroyed the Windriders. Rose is confused, and the mysterious girl is delighted by the fact that Dezel has kept it a secret. The girl recounts the events of Dezel manipulating Rose into recreating the Windriders as an assassins' guild, the Scattered Bones. Rose is shocked by hearing how Dezel used her for so long, but before the party can retreat, the girl turns into a hellion and they are thrown into battle.

The hellion, called Fuseface, is not particularly strong, but can overwhelm you by quickly unloading its artes. It also likes to use powerful unblockable hidden artes that can take you down if you're not careful. However, Fuseface's artes only affects the area in front of it. Since it's rooted to the ground and cannot turn around, get behind it so you can easily avoid all of its attacks. Attack freely from this position and keep an eye on your ally's health.

BOSS

LUNARRE	
Level	41
HP	2568
Link	—
Weakness	—
Resistance	—

BOSS

FUSEFACE	
Level	50
HP	10705
Link	—
Weakness	—
Resistance	—

ENEMIES

???	
Level	42
HP	2473
Link	—
Weakness	—
Resistance	—

A cutscene interrupts once you have done enough damage, and Dezel forcefully armatizes with Rose to try and kill the girl before Lailah can purify her. He rushes forward to attack, and when Sorey moves to use the gun, the girl suddenly appears before him—but wait, if she's there, then who is Dezel trying to kill? The girl multiplies, and Sorey must battle them without Rose and Dezel.

The girl will keep spawning clones until all of her dialogue is finished, so just focus on taking as little damage as possible while beating on the clones. If you find it overwhelming, armatize with Lailah and use her wide range to keep them all at bay.

Eventually, another cutscene will interrupt. Dezel is just about to land his attack when the hellion reveals a form within it that stops Dezel in his tracks. A series of flashbacks occur, of Dezel and another wind seraph traveling with the Windriders. A Rolance prince asks for the Windriders to work solely for Rolance, and for Rose to become engaged to him. Rose is thrilled, and all seems well. Then, the prince is revealed to be a hellion, the girl shows up on the scene, and Eguille is dragged away before Rose's eyes. The girl tells Dezel's friend that it's all because of Dezel. His friend protects Rose after she attacks the prince and becomes tainted by the malevolence, and the girl tells Dezel that his blessing is a curse that can only bring pain to those around him.

The flashback ends and the armatized Rose and Dezel are speared clean through by the hellion. Sorey armatizes with Mikleo and knocks down the girl's real form behind all of the clones. The girl, however, simply gets up again, de-armatizes Rose and Dezel and then grabs Rose. Sorey cannot purify the hellion without endangering Rose's life.

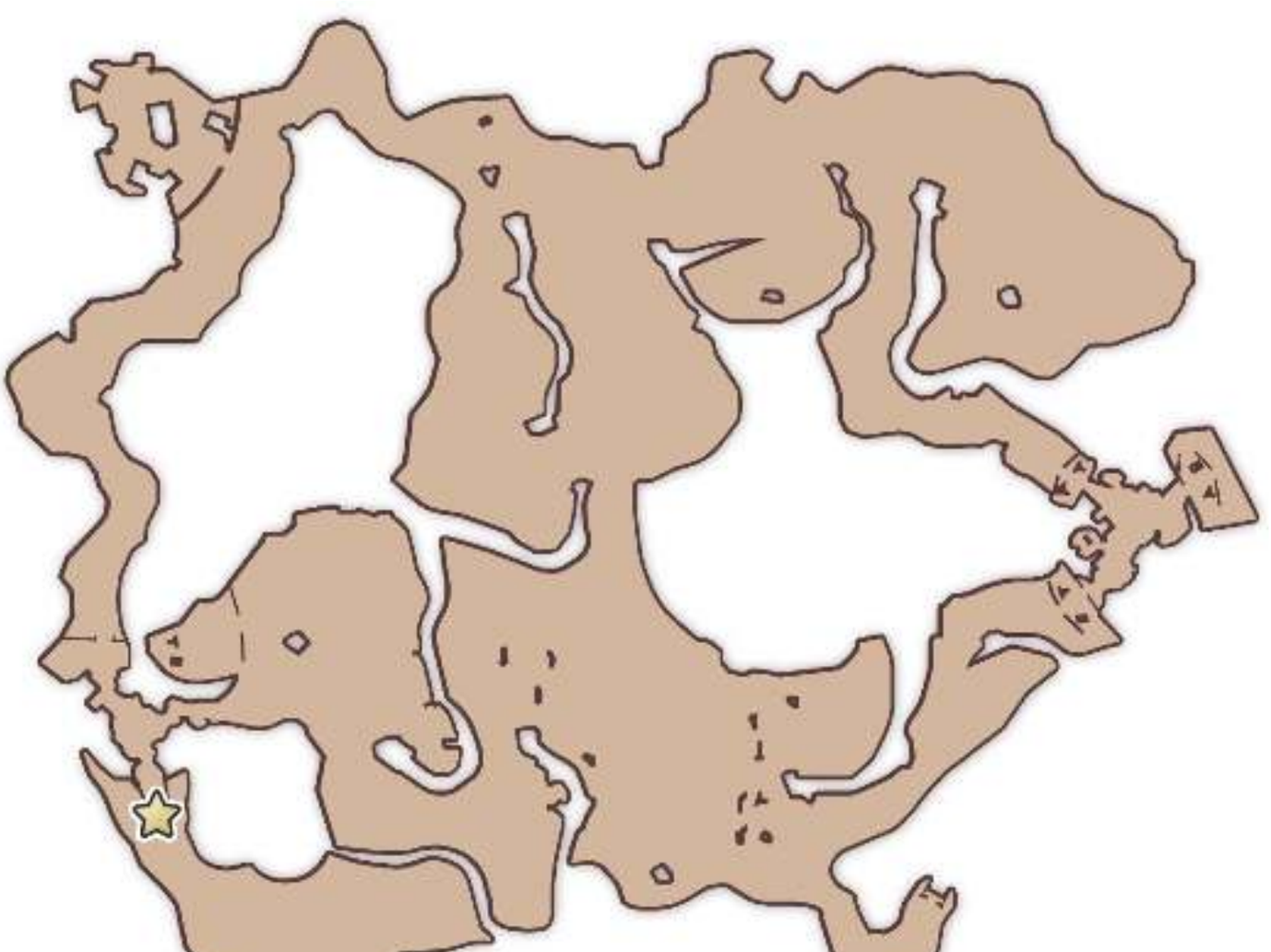
Just focus on defending and move out of the way of its straightforward attacks; your artes have been mometarily disabled so you can't fight anyway. This time, Fuseface has moved back so you can't get completely behind it, but you can get close enough to avoid most of its attacks. After a short while, Dezel will tell Sorey that there's a way to save Rose. Dezel will become one with the bullet in the gun to break the bond and free Rose. Follow the prompt and armatize, and then press L1 to fire the gun.

Dezel apologizes to Rose, and they have a heartfelt conversation while he saves Rose's life and frees her from the malevolence.

The girl approaches the party as Rose regains consciousness, taunting them and trying to lead them down a dark path. She introduces herself as Symonne and then takes off when Zaveid approaches. The party separates to grieve in their own ways. You can speak to each character, scattered throughout the city, or you can head directly to the inn or the front gates to rest.

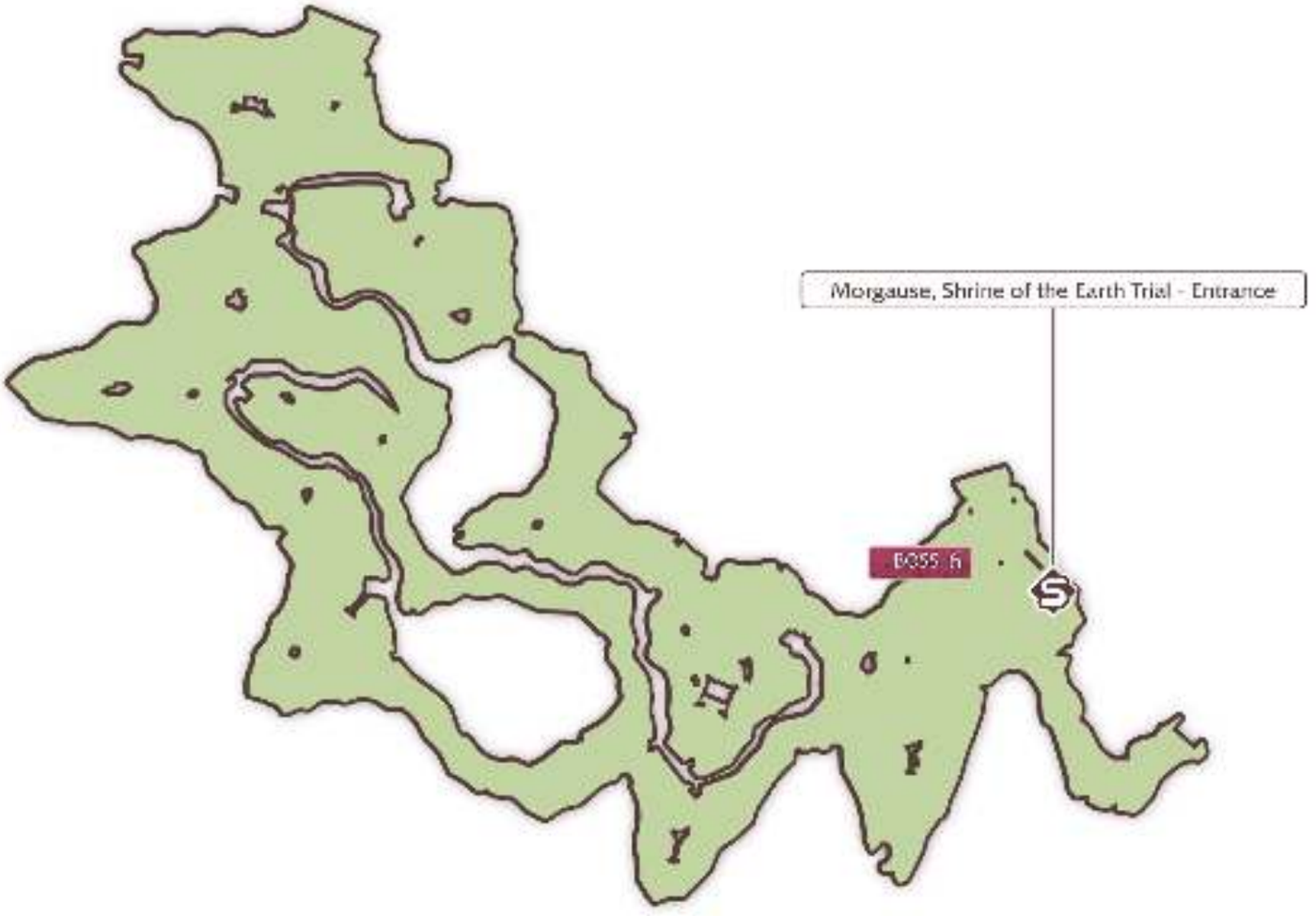
In the morning, Zaveid announces that he has to settle a score with both Eizen and Maotelus, and wishes to join the party. He shares his suspicion that Maotelus has become tainted and is now tied to Heldalf. Sorey is still preoccupied with his grief, so Rose shares Dezel's parting words with the party to snap them out of their daze. Zaveid joins as the party's new wind seraph, and a wealth of new skits are available now. One of these skits, "A Promise Between Men," which you can find at any save point, grants Edna the title "Sentimental Sister". You also get some new Support Talents: Rose learns "Luring", Mikleo learns "Windstepping", and Zaveid learns "Point of Interest Detection". Zaveid will automatically have the same gear and settings equipped as Dezel.

GLAIVEND BASIN



Head up the ridge to confirm that Heldalf isn't here. Zaveid mentions feeling a strong malevolence when he was leaving Guinevere on the way to Pendrago. Warp to the Morgause, Shrine of the Earth Trial save point in Aifread's Hunting Ground. The group is searching for the Lord of Calamity, and begin their search in the Glaivend Basin. You can follow the story there, and eventually travel to Aifread's Hunting Ground...or you can just skip Glaivend Basin and go straight to the Hunting Ground.

AIFREAD'S HUNTING GROUND



BOSS

HELDALF	
Level	80
HP	52340
Link	—
Weakness	
Resistance	

Approach Heldalf and a battle will begin. Stay away from his claw swipe, and try to keep behind him to avoid his powerful Mystic Arte which will knock out anyone it catches. Use your sidesteps to stay out of the way of his rush attacks that catapult him forward, and armatize to lay on the damage. Heldalf is weak against Earth so take advantage of your Earth artes and keep Edna on the field. However, prioritize survival over assault. Once you have whittled away a portion of his health, a cutscene will appear.

Heldalf taunts Sorey, and the rest of the party is very suspicious. Lailah warns Sorey to be very sure that this is what he wants to do, and Heldalf summons Symonne. She takes everyone but Sorey and Lailah hostage, and the two are thrown back into battle alone.

Focus on defending and evading for now. The goal of this battle isn't to defeat Heldalf, so just bide your time. His attacks are slow yet powerful and have predictable charge times, so balance your attacks and dodges. Eventually, a cutscene will appear where Sorey uses armatization to pull Lailah out of harm's way. After some more battling, another cutscene prompts. You can trigger this cutscene faster by using Sorey's Lion's Howl against Heldalf—turns out the arte was originally Heldalf's, and using it against him will trigger his mystic arte to knock both you and Lailah down. At this point, Heldalf plans to murder Rose while holding Sorey and Lailah helplessly in his clutches. Fortunately, Rose is crafty, and she armatizes with Lailah to get the seraph out of danger and then free Sorey. Rose takes Symonne hostage, but Heldalf just blasts both of them away without a care for Symonne's safety, and Symonne easily accepts Heldalf's actions. Symonne laughs before passing out, which releases all the other seraphs.

Heldalf asks Sorey to join forces with him, but Sorey refuses. Heldalf retreats and the party realizes that Maotelus has been using all of the continent as a vessel. The party decides their next stop should be to search for Mayvin and to visit Lohgrin in Zaphgott Moor.

It is possible to defeat Heldalf at this time, but if this is your first playthrough, it's unlikely. If you defeat him, you'll trigger the alternative ending. Check out "Alternative Ending" in the Sub-Event section for more information.

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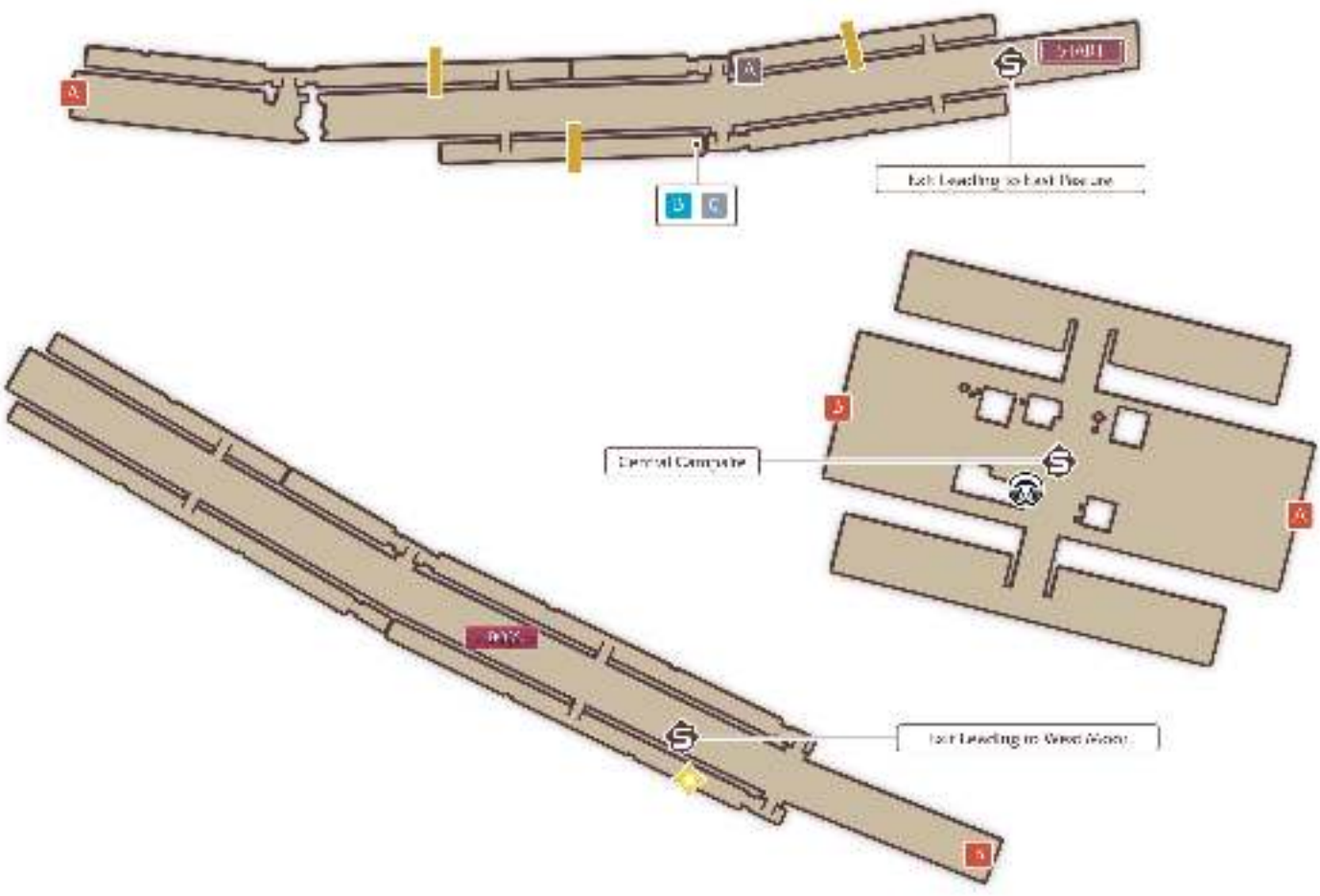
Part 4: The Duty of the Shepherd

Great Camelot Bridge

Bridging The Information Gap

GREAT CAMELOT BRIDGE



ITEMS

A	Raspberry Mousse
B	Red Rosemary
C	Chocolate Pudding

ENEMIES

BLACK BIRD	
Level	42
HP	4047
Link	—
Weakness	
Resistance	

DARKEN EYE	
Level	37
HP	3137
Link	—
Weakness	
Resistance	

OCTOBERT /	
Level	39
HP	4342
Link	—
Weakness	—
Resistance	

SYLPHID	
Level	42
HP	2962
Link	—
Weakness	
Resistance	

BOSS HELLION

KRAKEN	
Level	48
HP	13684
Link	Octopus (+20%)
Weakness	
Resistance	

Head across the bridge. In the middle area is a merchant with a purple star over his head. Speak to him and he'll tell you that he once sold an Iris Gem to someone from Horsa, a place to the west of Zaphgott Moor.

You can avoid the boss hellion on the last portion of the bridge by going around it, or you can choose to take it on now.

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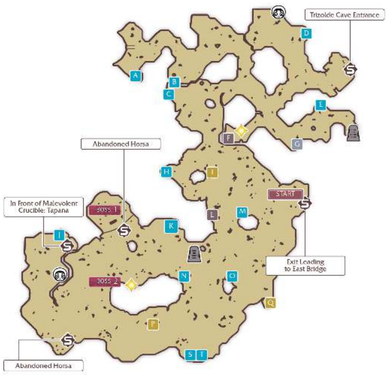
Part 4: The Duty of the Shepherd

Zaphgott Moor

A Dangerous Desert

ZAPHGOTT MOOR



ITEMS

A	Red Chamomile
B	Red Sage
C	Grape Gel
D	Dark Bottle
E	Red Saffron
F	Mango Sorbet
G	Quartz Sword
H	Red Lavender
I	Feldspar Boots
J	All Divide
K	Red Verbena
L	Quartz Paper
M	Red Rosemary
N	Roll Cake
O	Red Saffron
P	Grape Gel
Q	Top Hat
R	Animalia Ring
T	`Quartz Waistcoat

ENEMIES

BLADE BEAK

Level	43
HP	5497
Link	—
Weakness	
Resistance	

ELEPHANT

Level	43
HP	7736
Link	—
Weakness	
Resistance	

LYCANTHROPE

Level	43
HP	5759
Link	—
Weakness	
Resistance	

VARIANT NEEDLER

Level	43
HP	3606
Link	—
Weakness	
Resistance	

BOSS HELLION

STHENO

Level	56
HP	23269
Link	Euryale (-65%)
Weakness	—
Resistance	

HYPHANT

Level	53
HP	37796
Link	—
Weakness	—
Resistance	

The Zaphgott Moor is a huge expanse that will take some time to explore. There are several optional bosses in the area, as well as another Malevolent Crucible. Trizolde Cave lies to the northeast, Lohgrin is to the northwest, and at the southern tip lies the path to the Pilzerback Wetlands.

You'll need to face a difficult battle at the ruins that were once Horsa in order to collect the Iris Gem as part of "The Forton Sisters" Sub-Event. It's tricky without Dezel to guarantee safety from petrification, but it's not impossible. Be sure to block or dodge whenever you see the eyes materialize. Also, try to keep your party spread out or have your seraphim fight with the tactic "Engage at Range", so that when she uses her Gorgon abilities, it will inflict the least amount of allies possible.

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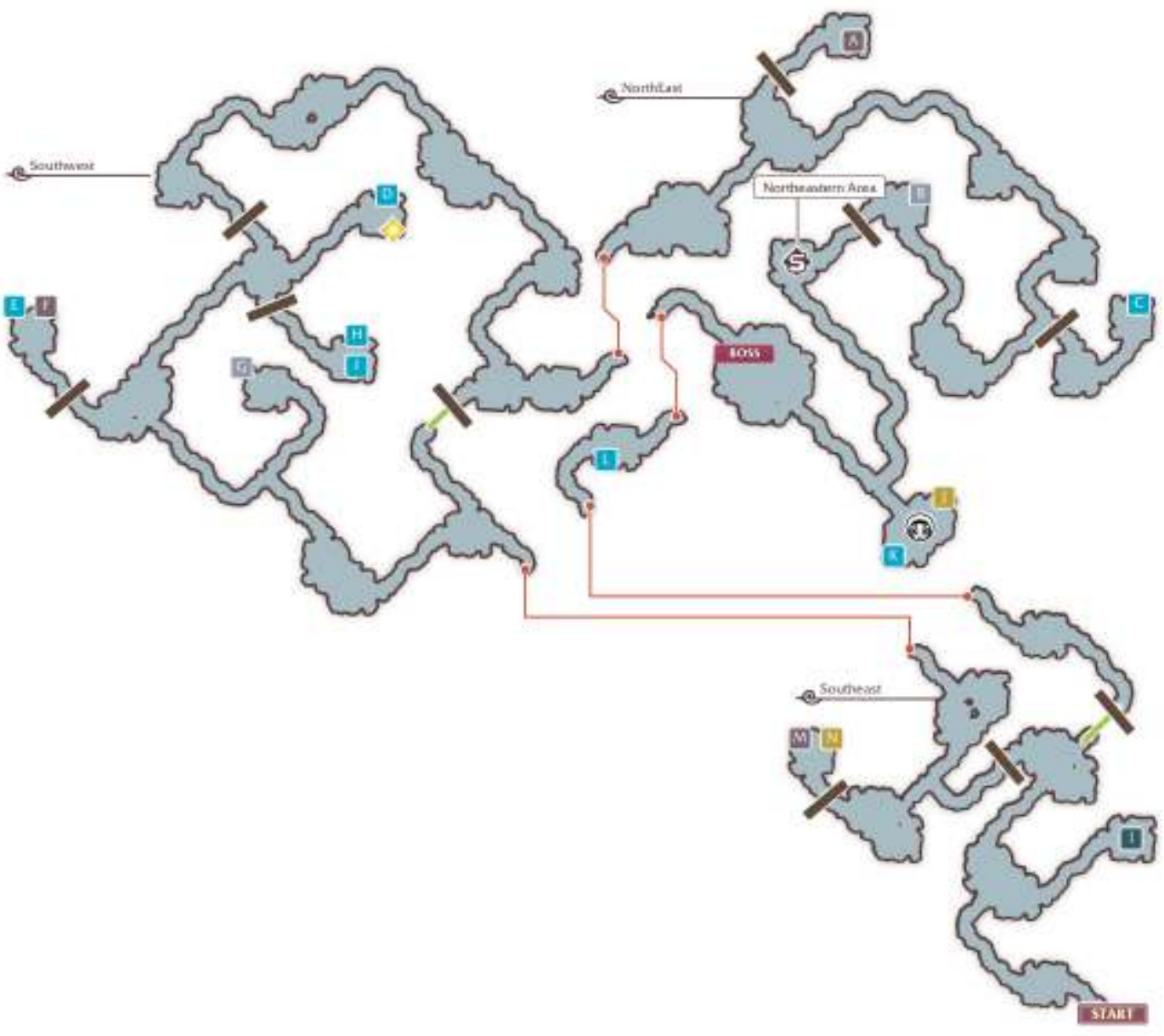
Part 4: The Duty of the Shepherd

Trizolde Cave

The Elusive Perfect Curl

TRIZOLDE CAVE



ITEMS	
A	Pudding
B	Palmier
C	Quartz Umbrella
D	Red Chamomile
E	Quartz Boots
F	Earth Ring
G	8500 gald
H	Shell Ring
I	2000 gald
J	15,000 gald
K	Red Sage
L	Frameless Glasses
M	Arcane Bottle
N	Grape Gel

ENEMIES

BLACK BIRD	
Level	42
HP	4047
Link	—
Weakness	
Resistance	

BLADE BEAK	
Level	43
HP	5497
Link	—
Weakness	
Resistance	

DUOBOMB	
Level	44
HP	3971
Link	—
Weakness	
Resistance	

BOSS HELLION

PILL BUG /	
Level	54
HP	21565
Link	—
Weakness	
Resistance	

This isn’t necessary for the main story, but if you want to complete your Normin or Discovery collections, make sure to stop in here. Speaking with the seraph in Lohgrin will unlock an optional boss Pill Bug, the last part of "The Perfect Curl" Sub-Event. Later on, the Sub-Event "Mayvin, the Explorer" will lead you here after events with Mayvin are completed.

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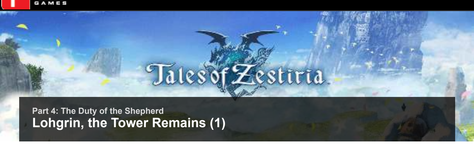
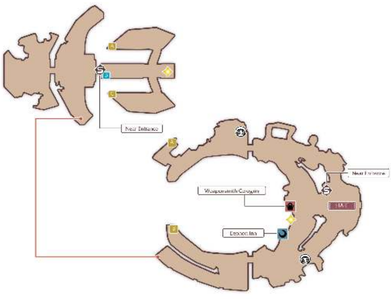


Part 4: The Duty of the Shepherd

Lohgrin, the Tower Remains (1)

Find The Missing Pieces

LOHGRIN, THE TOWER REMAINS



ITEMS	
A	Drop Bottle
B	Red Rosemary
C	Military Hike
D	Palmier
E	Hourglass

As you enter, Mayvin greets the party. Rather abruptly, Lailah addresses Mayvin directly. Zaveid also addresses him by the title Storyteller and asks for his assistance. Mayvin, the current Storyteller of Time, tells them to collect all of the Earthen Historia and agrees to help them once they have done so.

Activate the save point and listen to the merchant and townspeople in the northern part of the town to hear about a rampaging elephant in the area. This is the start of the area's Lord of the Land quest. Buy a new map from the Turtlez, too. You can explore the upper level if you'd like, but the door to the tower is currently locked.

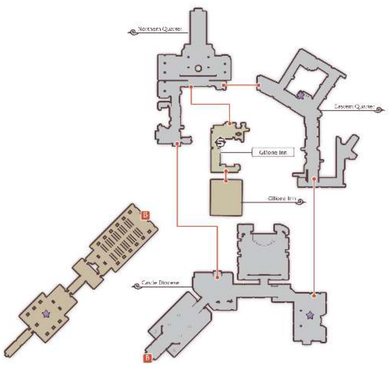
Before you leave Lohgrin, stock up at the shop and sleep at the inn if you need to. You can also speak with the green-robed seraph by the southern door to finish the Sub-Event "The Perfect Curl".

Now that you need to find all of the Iris Gems, there are people scattered all over who can give you tips about where to find them. If you haven't already picked up the ones mentioned in this guide, backtrack and do so now. Also, check out the Sub-Events section as many of them will give you Iris Gems. Remember, be on the lookout for purple stars in towns and fields, which indicate an Iris Gem Sub-Event. Conveniently, your map now shows you where you can find these purple star events. Rose also keeps track of all active story events (main and Sub-Events) you're currently on, so talk to her whenever you need help.

There are 16 Iris Gems total: five Red, six Green, three Yellow, and two Purple. When you collect all Iris Gems, you'll get a save point skit "The Earthen Historia Completed", which means you can go back to Mayvin.

When you collect 8 or more Iris Gems, the save point skit "The Riddles of the Iris Gems" becomes available. Watching it will give Mikleo the title "Peas in a Pod." If you have been collecting Iris Gems along the way, you might have already triggered this skit, otherwise keep an eye out for it now.

PENDRAGO, THE BLESSED CAPITAL

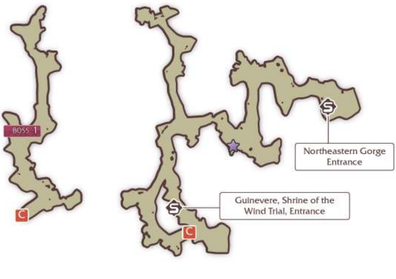


IMPORTANT NOTE! Some Iris Gems only become available after talking to Mayvin; these Iris Gems will be covered in the next few pages. Refer to Rose or the Sub-Event section in Optional Contents for specifics on previous Iris Gem locations and requirements.

Return to Pendrago to hear a tip about a merchant in Westronbolt Gorge as part of the "Gem Merchant Zod" Sub-Event. In the Eastern Quarter, you can find another group of merchants who will tip you in about a Iris Gem in the Gaferis Ruins, which can be found in B3 near the optional boss.

Head to the Knights' Tower to see the citizens in an uproar about a series of murders going on at night. Rest at the inn to wait until nightfall, and then head to the Pendrago Shrinechurch to apprehend the culprit and collect an Iris Gem; this is part of the "Sergei, the Peacekeeper" Sub-Event.

WESTRONBOLT GORGE



BOSS	
GOBLIN LORD /	
Level	48
HP	10633
Link	—
Weakness	—
Resistance	

Speak with the merchant to hear his story, and then hunt down the powerful hellion that gobbled up the gem you need. Refer to the "Gem Merchant Zod" Sub-Event in the Optional Content section.

LOHGRIN, THE TOWER REMAINS

Return to Lohgrin and speak with Eguille, who will tip you off to the location of another Iris Gem. This one is with a researcher in the Lhiwerg Woods. To get there, journey to the door in the south of Zaphgott Moor, and get ready to make your way through the Plitzerback Wetlands.

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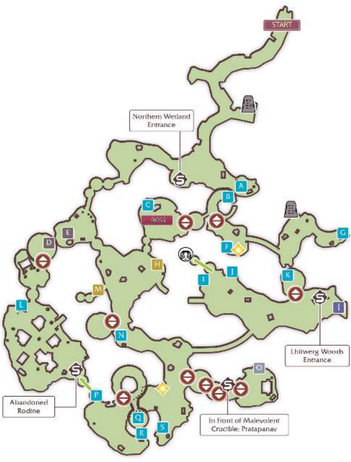
Part 4: The Duty of the Shepherd

Plitzerback Wetlands

The Inhospitable Swamp

PLITZERBACK WETLANDS



ITEMS

A	Hover Jet Boots
B	Mystical Feather Garment
C	Red Verbena
D	Grape Gel
L	All-Divide
F	Chiffon Cake
G	Peach Gel
H	Arcane Bottle
I	Blob Ring
J	Red Rosemary
K	Quartz Boots
L	Strawberry Tart
M	Leather Belt
N	Red Saffron
O	Dexterity Decor
P	Red Lavender
Q	Grape Gel
R	Holy Bottle
S	Dark Bottle

ENEMIES

AQUA SCYLLA	
Level	45
HP	5149
Link	—
Weakness	
Resistance	

MERCILESS PLANTUS	
Level	45
HP	5037
Link	—
Weakness	
Resistance	

STARFISH	
Level	45
HP	3420
Link	—
Weakness	
Resistance	

SYLPHID	
Level	42
HP	2962
Link	—
Weakness	
Resistance	

BOSS HELLION

EURYALE	
Level	57
HP	27767
Link	—
Weakness	—
Resistance	

LEGENDARY WYVERN	
Level	55
HP	29030
Link	—
Weakness	—
Resistance	

The wetlands are full of powerful hellions, including two optional bosses. The Malevolent Crucible here is quite challenging, so it's recommended that if you intend to clear it, you do so as the final task in this area. By then, your party should be powerful enough to handle it.

Head all the way down to the southern portion of the map and loop around to pass through Abandoned Rodine in order to reach the Arctus Ruins on the western side of the map. As with the Horsa battle, make sure you are prepared to deal with petrification attacks if you decide to challenge Euryale in Abandoned Rodine. This is also part of "The Forton Sisters" Sub-Event.

The second optional boss, Legendary Wyvern, is not available until later in the game. Refer to the "Zaveid" Sub-Event in the Optional Content section for more information.

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Part 4: The Duty of the Shepherd

Arctus Ruins

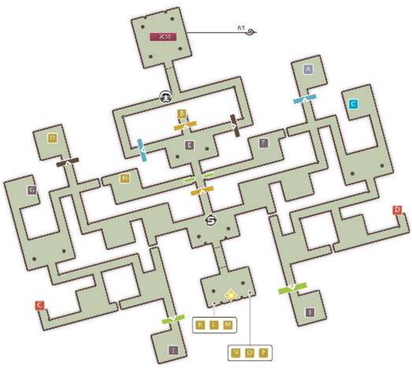
TOMB OF GHOSTS AND GOLEMS

ARCTUS RUINS

ITEMS

A	Mr. Frog
B	Red Lavender
C	Cheesecake
D	Hourglass
E	Symphonic Sheet
F	Palmier
G	Sesame Bavarois
H	Grape Gel
I	Dexterity Decor
J	Red Verbena

This dungeon is only three floors, and is the last of the dungeons Mayvin described that were not marked in the Celestial Record. Aside from the large number of treasure chests on B3, you'll also find an optional boss hellion that you can choose to fight. This is also where you'll find the Gold Key, which will allow you to unlock gold chests and doors!



ITEMS

A	Bruunhilde
B	Topaz Sword
C	Mini Piercings
D	Elixir
E	Gold Key
F	Summer Vacation
G	Jasper Soul
H	20,000 gald
I	Holy Bottle
J	Dark Bottle
K	10,000 gald
L	10,000 gald
M	10,000 gald
N	10,000 gald
O	10,000 gald
P	10,000 gald

ENEMIES

GHOST

Level	48
HP	3832
Link	—
Weakness	
Resistance	

GHOUL

Level	47
HP	3117
Link	—
Weakness	
Resistance	

ROCK GIANT

Level	36
HP	5233
Link	Stone Colossal (+20%)
Weakness	
Resistance	

STONE COLOSSAL

Level	46
HP	7284
Link	—
Weakness	
Resistance	

BOSS HELLION

NAUGHT

Level	56
HP	16405
Link	—
Weakness	—
Resistance	

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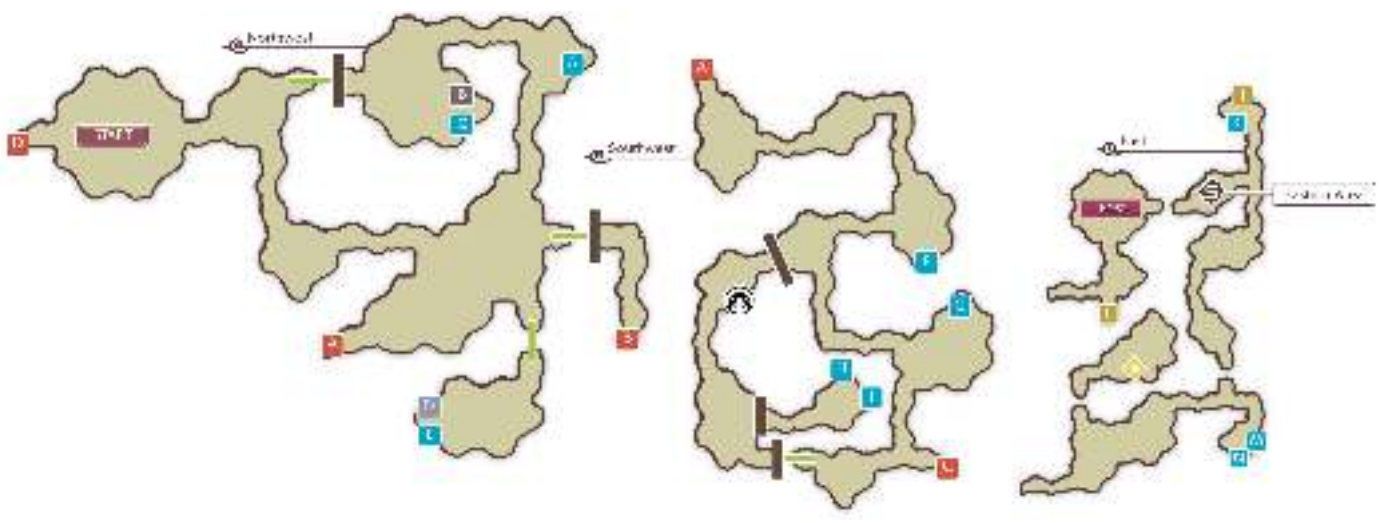
Part 4: The Duty of the Shepherd

Lhitwerg Woods

Rescuing A Researcher

LHITWERG WOODS



ITEMS	
A	Red Chamomile
B	5500 gald
C	Gooey Stuff
D	7200 gald
E	Military Hike
F	Red Sage
G	Dark Disrupter
H	Arcane Bottle
I	All-Divide
J	Plated Ring
K	Grape Gel
L	Afro Puff
M	Chocolate Pudding
N	Grape Gel

ENEMIES

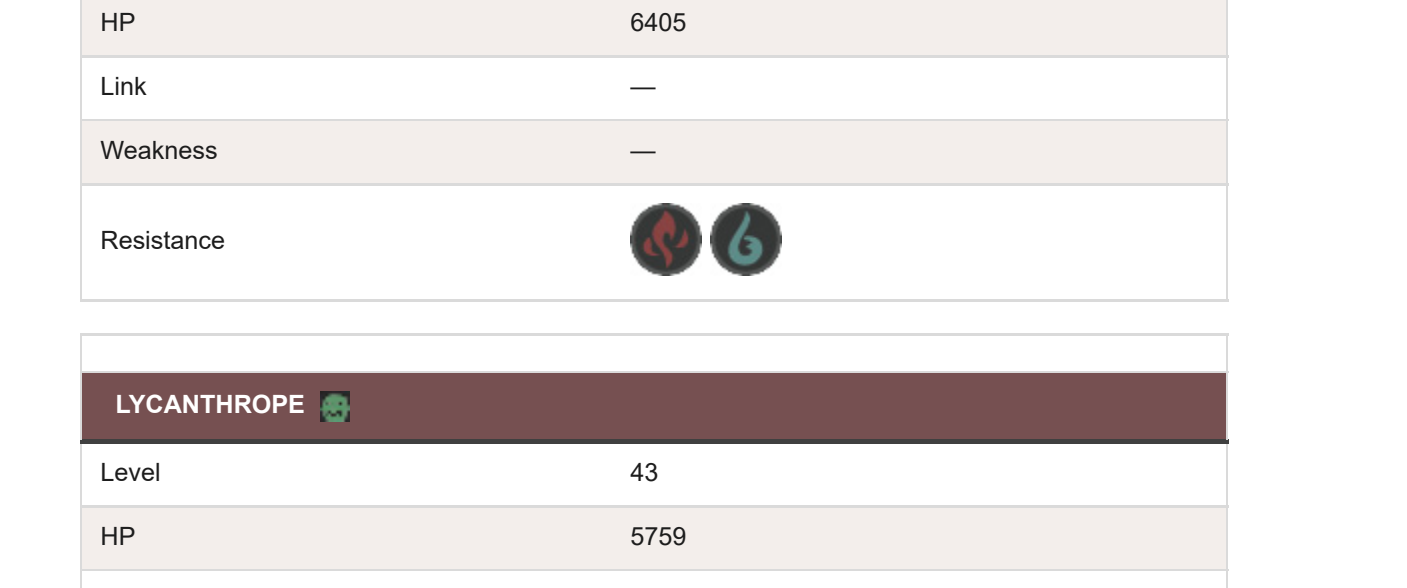
AQUA SCYLLA	
Level	45
HP	5149
Link	—
Weakness	
Resistance	

CYCLOPZ	
Level	45
HP	6405
Link	—
Weakness	—
Resistance	

LYCANTHROPE	
Level	43
HP	5759
Link	—
Weakness	
Resistance	

BOSS HELLION

TITAN	
Level	55
HP	15456
Link	—
Weakness	—
Resistance	



This researcher is really not the brightest, going into an area like this without proper safety measures. The Titan lies just beyond the save point in the second area. Take it on and save the researcher from his research subject.

Once you defeat it, you'll have rescued the researcher, but the poor guy is terrified and just runs away. Luckily, in his haste to flee he drops the Iris Gem you were after. Collect your prize and exit the woods for a short scene between Sorey, Mikleo, and Rose.

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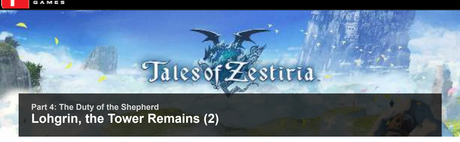
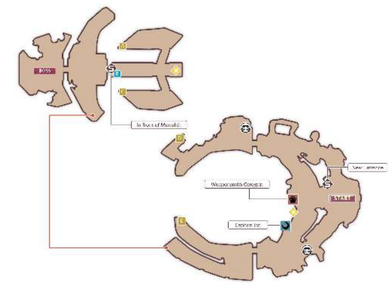


Part 4: The Duty of the Shepherd

Lohgrin, the Tower Remains (2)

The Storyteller Of Time

LOHGRIN, THE TOWER REMAINS



ENEMIES

MAYVIN	
Level	56
HP	24357
Link	—
Weakness	—
Resistance	—

Return to Lohgrin and tell Mayvin what you've found. Mayvin takes the group to the top of the tower ruins, unlocking the door there. Behind it lies a massive stone monument. Mayvin uses it to show Sorey and his party a special Earthen Historia that records the Dawn of Chaos.

With the power of the monument, you can actually move around within the memory. Move out of frame once the dialogue ends in order to progress through the different scenes.

Shepherd Michael founded Camlann and then the village was occupied by Heldalf and the Rolance army. The villagers speak of a nearby shrine to Maotelus that the Rolance army has turned into a fortress. Heldalf abandoned the village and the Hyland army ravaged it.

Muse and Michael resemble Mikleo so much that the entire party picks up on the apparent relationship. As the story draws to a climax, Muse and Michael are left in a destroyed shrine, Maotelus became a hellion, and Michael used the malevolence of a tainted infant Mikleo to curse Heldalf into becoming the Lordof Calamity.

Zenrus arrives with some seraphim and they sadly survey the scene. Selene, a villager, gave birth prematurely to the human child, Sorey. Mikleo was revealed to be Muse's child, who gave him over to Zenrus' care and sacrificed herself to seal off Camlann so that the malevolence would not reach Elysia. Zenrus saved both children and raised them in hopes that they would one day become the Shepherd and his Sub Lord.

After the Earthen Historia recording ends, the party reflects and searches for Mayvin. Activate the save point and head across the way to challenge the Storyteller in battle. Be prepared for a difficult fight! Mayvin intends to test the party's strength and resolve to back up Sorey's answer: to save Heldalf, by taking his life.

This battle is straightforward, but by no means easy. Mayvin has no resistances but also lacks any weaknesses. It's difficult to activate a Power Combo, stun him, or inflict status ailments; on the other hand, Mayvin has a slew of hidden artes that can trigger stuns and ailments, and sometimes he'll end his combos with a powerful mystic arte. Always be ready to guard against these, and dodge when he throws his unblockable hidden arte. Attack whenever possible, go on the defense when you must, and always switch out your seraphim before they are knocked out to keep them all healed and ready for armatization.

Once you bring his HP down, Mayvin asks Sorey why he hasn't finished him off with the spirit gun. He speaks of the fact that hesitation will ruin Sorey's good intentions, so he'd better get used to making these difficult decisions if he wants to succeed at his goal. The party wavers, and Mayvin unleashes a Mystic Arte that takes out everyone. He tells Lailah that he's disappointed, but Lailah and the rest of the group rally back and stand tall again. The seraphs all give their support to Sorey, and they enter battle again.

Follow the prompts to use the gun, but before the attack lands Mayvin collapses. He has violated his oath, and is no longer immortal. The group exchanges heartfelt farewells with Mayvin, and they bury him in the Moor, marking his grave with his silver pipe. With new resolve and determination, the party sets their sights on Elysia to find the road to Camlann.

Sorey's title "Reunited Traveler" raises to "Vigil-Keeper", and Lailah's tiles "Paper Nemesis", "Fire Guardian", and "Flame Caster" raise to their highest ranks. Sorey also earns the costume "Shepherd's Outfit: Trial", which changes the music in battle when worn.

Return to the Monolith in Lohgrin to find the Discovery Point "Mysterious Monolith". You can now use this Monolith to re-watch all records of the Iris Gems in chronological order.

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Part 4: The Duty of the Shepherd

Glaivend Basin (2)

The War-Torn Battlefield

GREAT CAMELOT BRIDGE

Despite the party's determination to go to Elysia, if you head over to a save point, you'll realize that you won't be able to warp anywhere passed the Great Camelot Bridge; you'll have to walk for now. Head over to the Bridge, and at its centerpoint, the group overhears some merchants talking about war breaking out again in Glaivend Basin. Looks like the plans to return to Elysia will have to be put on hold.

GLAIVEND BASIN

Since you won't be able to warp directly to the Basin or anywhere in Hyland, Volgran Forest will be the closest available save point. Enter the Basin near the Rolance outpost. Near the outpost, the party overhears Rolance soldiers discussing the skirmish casualties. While the rest of the army is readying for an all-out war, the Platinum Knights seem to be back in Lastonbell, attempting to evacuate the citizens. Time to visit Sergei.

VOLGRAN FOREST

As you re-enter the forest, a familiar figure approaches. Ayn Talfryn managed to escape the capture of the Sparrowfeathers in Pendrago, with news that Lunarre has framed them for the assassination of the Cardinal in order to get Rolance an excuse to start the war with Hyland, using the Scattered Bones as a scapegoat. Sorey encourages Rose to go save her family, and Rose leaves the party.

From here, there are three places you can go:

1. Hyland, to speak to Alisha

2. Lastonbell, to speak to Sergei

3. Pendrago, to help Rose

Which place you go to next is up to you. Rose will not rejoin your party again until all three sections are completed. You can go to whichever one you'd like, but in this guide, we'll go to Hyland first, then Lastonbell, and finally Pendrago.

GLAIVEND BASIN

Warp to the Marlind entrance in Falkewin Hillside and head to the outpost from there. Inside, the Basin is covered in malevolence once more, while Maltran is at the outpost, ordering the troops to ready for battle. Speak with her to discover that Alisha has been tasked with bringing Maltran the order to start the war. Once you return to Falkewin Hillside, you can warp back to Ladylake.

LADYLAKE, THE AQUAPOLIS

Alisha is under attack at her home by hellionized Hyland troops. Defeat the first wave of Armor Knights and Lailah will bring Alisha back into the fold for the next wave, her Squire vows reforged. During the battle, Zaveid introduces himself.

ARMOR KNIGHT /	
Level	52
HP	6110
Attack Type	Weapon
Weakness	
Resistance	

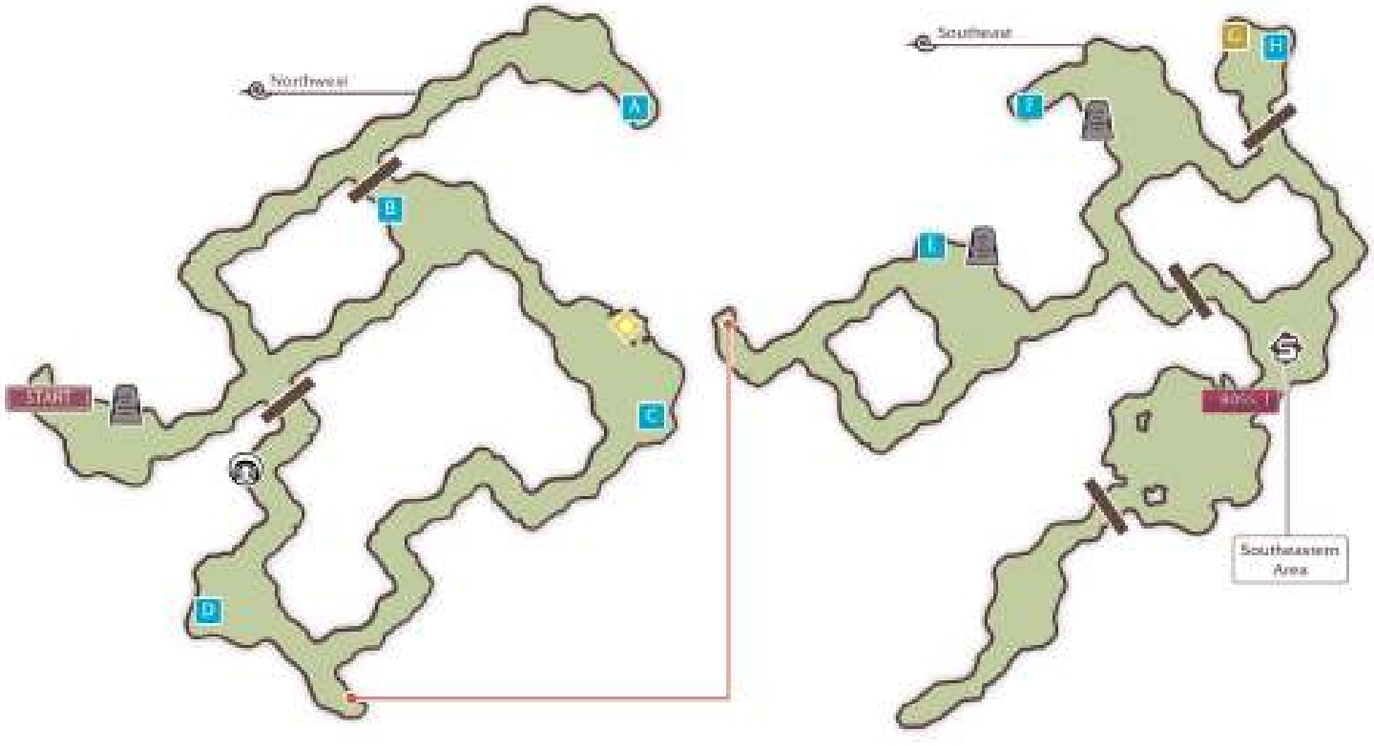
Speak with Alisha on her terrace to hear her firm resolve to not start the war. The group breaks the news to Alisha that Lady Maltran is a hellion working to incite war. Alisha doesn't believe it, and needs to confirm it with her own eyes. She walks away, but is now officially in your party. Update her gear and stats; all four of her titles have now risen to their highest ranks.

Head out to the Central District and watch another cutscene where the party reassures Alisha of her place as a Squire. Stop at the inn or shops if you'd like, then warp or head out to the Falkewin Hillside.

FALKEWIN HILLSIDE

Near Glaivend Basin, Lady Maltran comes out to confront Alisha and Sorey. She is amused that Alisha has discovered her true identity and demands the royal order, stating she is more than willing to take it by force. Despite her threat, Maltran wants to avoid any "prying eyes". Follow her into Bors Ruins for a battle.

BORS RUINS



You'll find Lady Maltran in the Southeast area, beyond the save point.

ENEMIES

MALTRAN	
Level	61
HP	27261
Link	—
Weakness	—
Resistance	

ITEMS	
A	Hanging (Left)
B	Sage
C	Elixir
D	Bamboo Stack
E	Apple Gel
F	Thorny Vest
G	Spear of Impending Death
H	Lavender

Maltran is resistant to Non-Elemental, Earth, and Water atres, so focus on Fire and Wind artes and keep Zaveid and Lailah on the field. Her spear gives her long-ranged attacks with a mixture of martial and hidden artes. Unsurprisingly, as Alisha's teacher, Maltran shares many of her same moves, including a mystic arte. Dodge her combos if you can, especially later in the battle, to avoid getting hit by the mystic arte.

Triggering any Power Combos may be challenging, so the key to defeating Maltran is to balance offense with defense. Remember, Alisha may be your Squire, but unlike Rose, she cannot armatize. Keep an eye on her health since she won't be able to heal or revive herself.

After her defeat, Maltran resists purification, and then impales herself on Alisha's spear, manipulating her until the very end.

Track down Alisha. She has a breakdown, understandably, but Sorey helps her find her resolve again. She leaves the party intending to do all she can to stop the war.

This completes the Hyland section. From here, you can go to Sergei in Lastonbell or Rose in Pendrago. This guide covers Lastonbell next.

LASTONBELL

Speak with Sergei outside the Sanctuary. The townsfolk have not taken kindly to his suggestion to evacuate, accusing him of cowardice and lacking patriotism to try and prevent the war with Hyland. Sergei suggests that he and Sorey head outside the city to talk. Follow him to Volgran Forest, as he calmly takes the insults of the town the entire way to the doors.

VOLGRAN FOREST

ITEMS

A	Sage
B	Horns
C	Rune Crest
D	Mango Sorbet
E	Middy Blouse
F	Black Talismans
G	Lavender
H	Panacea Bottle
I	Verbena
J	Rosemary

ENEMIES

SERGEI (2)	
Level	60
HP	14131
Link	—
Weakness	—
Resistance	—

UNDEAD SORCERER	
Level	50
HP	5309
Attack Type	Long Range
Weakness	
Resistance	

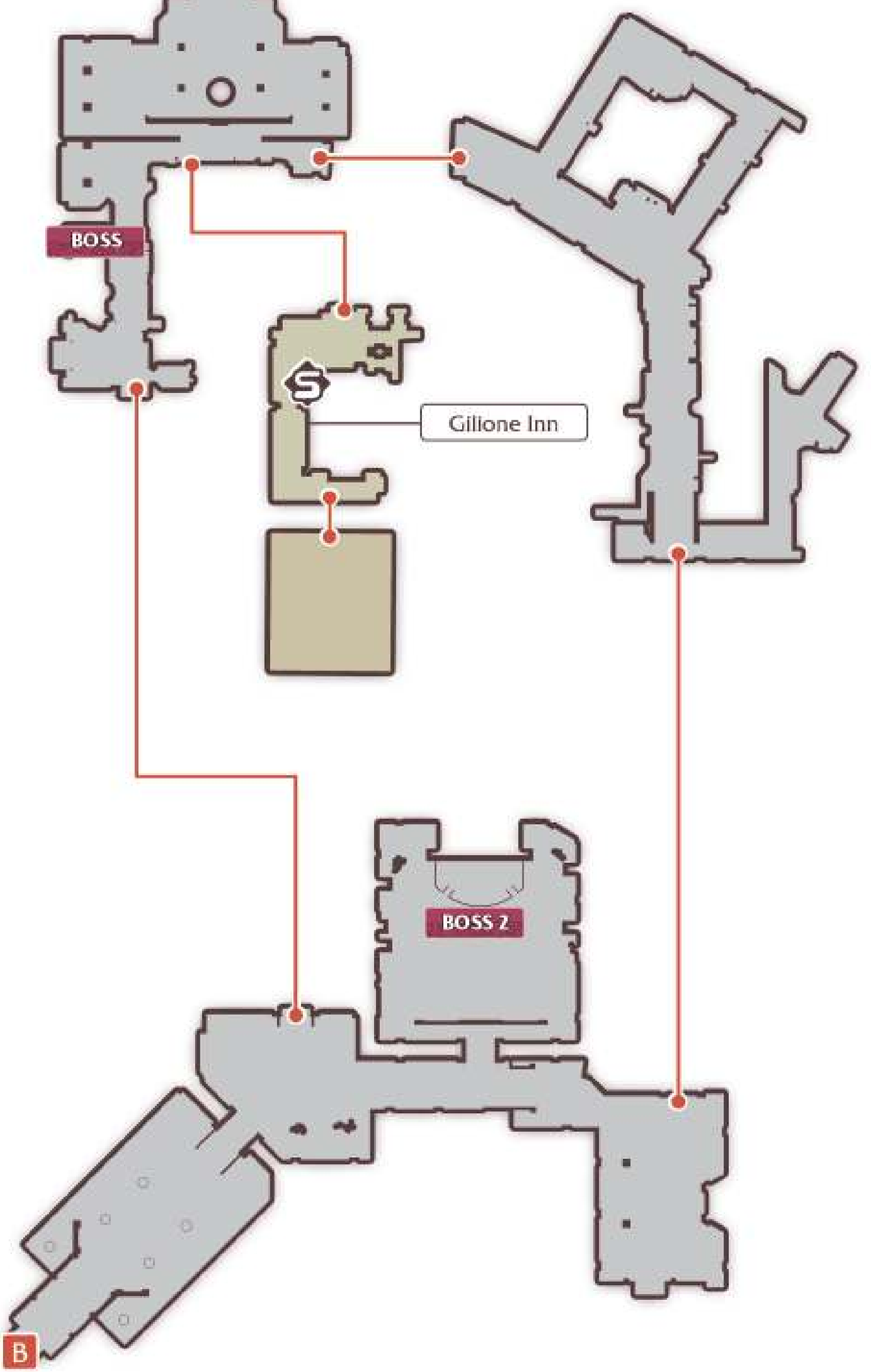
Sergei waits on the hill to the right. Speak to him; despite their abuses, Sergei understands the townsfolks anger towards him. However, Lailah and Mikleo suspect that there is more to the sudden rise of malevolence than solely hatred towards the enemy. They request his aid, but at that moment one of the angry citizens, a child, is attacked by a hellion and Sergei takes his men to protect the kid. Suddenly, the world goes grey and Symonne unmasks herself; she had been disguising herself as a Lastonbell citizen, helping to spur on the jeers and anger towards Sergei. She leads them farther into the woods. Follow her until you reach what appears to be Sergei and his men. Symonne is unable to further fool the party with her illusions, but nevertheless, she attacks them in her new form.

Fake Sergei lacks any resistances or weaknesses, but the three Undead Sorcerers at his side are weak to Fire, so bring out Lailah for some area-of-effect Fire artes. Without a Squire at your side, this battle will be more difficult. Sergei will lay into you with quick martial and hidden artes, while the Undead Sorcerers will attack you from a distance with seraphic artes. Use Spread Out so Sorey and Lailah can focus on different enemies—better yet, take control of Lailah and take out the Undead Sorcerers while Sorey focuses on Sergei. If you can withstand their attacks, you might try focusing on taking out Sergei first, since his quick attacks can easily take you out if you're not careful.

After the battle the world returns to normal. Symonne attempts to taunt the party, but Sorey dismisses her arguments, and she retreats with disgust. They decide to return to Sergei, who is still dealing with the hellions from before. His efforts were not without cost, but at least now the townspeople will listen to him. Despite this small victory, Sergei questions himself as a hypocrite for talking down his fellow citizens from the very same anger he harbors himself. He even fears that he may be corrupted by malevolence, but Sorey assures him that he is not. Sergei and Sorey agree to find a path to peace together, and your objective in Lastonbell is complete.

Now that these two allies from rival kingdoms agreed to do their best to prevent the upcoming war, its time to get your personal ally back. Head to Pendrago to assist Rose with saving the Scattered Bones.

PENDRAGO, THE BLESSED CAPITAL


BOSS
Gillone Inn
BOSS 2
B

ENEMIES

LIZARD WARRIOR	
Level	50
HP	4436
Link	—
Weakness	
Resistance	

LUNARRE (2)	
Level	60
HP	29790
Link	—
Weakness	—
Resistance	

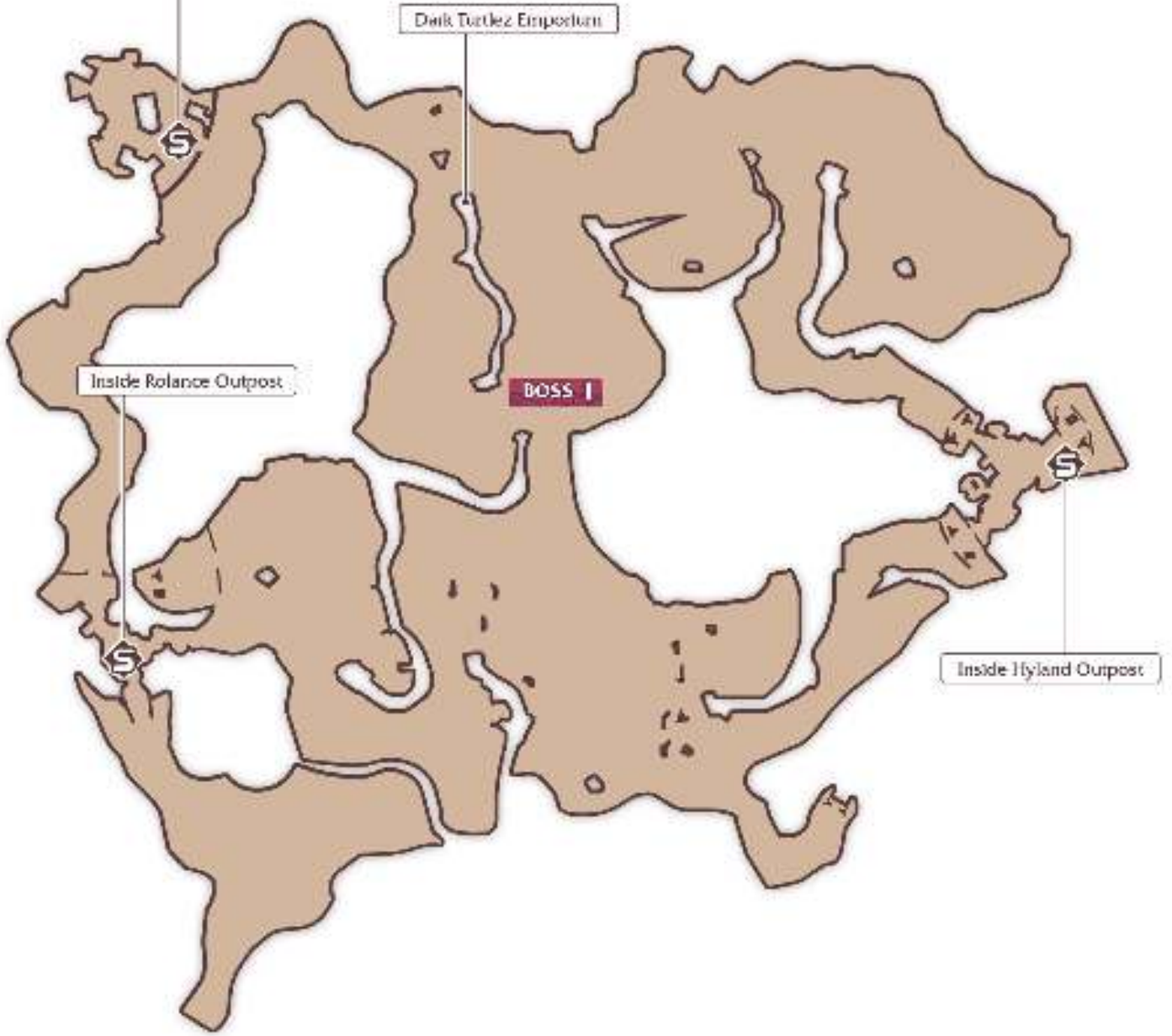
Warp over to the Pendrago Entrance in Pearloats Pasture and head into the city. Near the entrance, Sorey spots Rose's handiwork. Rose has been robbing the nobility each night and calling out Lunarre. Head to the inn to rest until the evening, and then head over to the Noble's District. Zaveid and Sorey listen in to a conversation between Lunarre and some noblemen. As you move to chase Lunarre, two Lizard Warrior hellions block the way. They are weak against Non-Elemental arte, so just whale on them with Sorey and get moving.

You've lost Lunarre's trail, but you'll find him again at the amphitheater in the Castle Diocese district. Head to the entrance to see several Scattered Bones members trussed up, and Rose facing off against Lunarre. Zaveid and the rest of the party intervenes to take on Lunarre while Rose saves her guildmembers.

Lunarre is resistant to all elements besides Non-Elemental and Fire, so use Sorey and Lailah for this battle. You've defeated Lunarre several times before, but without a Squire by your side, he is more powerful than ever—fight defensively! As you battle Lunarre, Rose will release the Scattered Bones members one by one—there are three members total, so use that to gauge how much time you have left to spend fighting. Once she saves Eugille, a cutscene will interrupt, and Rose saves Zaveid in turn. She rejoins your party, so now you can attack with your full lineup. Lunarre now has access to a mystic arte that can easily knock out your party members, so keep your party spread out towards the end of the battle. Once you finish bringing his HP down, Sorey attempts to purify Lunarre. Unfortunately, it doesn't work, and Rose stabs him, intending on killing him. Instead, Lunarre disappears in a flurry of blue flames. Rose stays behind with the Scattered Bones for now, so head back to the entrance.

Once all three tasks are complete, your party will receive word that the war has finally broken out, the heads of each nation having circumvented Alisha's and Sergei's efforts. Rose now rejoins you. Prepare for a difficult battle: stock up on supplies, visit an inn, or do any last minute training. When you're ready, head to Glaivend Basin from the Volgran Forest.

GLAIVEND BASIN



ENEMIES

ARMOR KNIGHT /	
Level	52
HP	6110
Attack Type	Weapon
Weakness	
Resistance	

LIZARD WARRIOR	
Level	50
HP	4436
Attack Type	Weapon
Weakness	
Resistance	

UNDEAD SORCERER	
Level	50
HP	5309
Attack Type	Long Range
Weakness	
Resistance	

BOSS ENEMIES

TIAMAT	
Level	62
HP	75106
Link	—
Weakness	
Resistance	

An animated cutscene shows the battlefield descending into chaos as the malevolence turns humans into hellions. A seraph in the middle of the battlefield is overwhelmed by the malevolence and becomes a dragon, completely decimating every human in its path. Terrified, the armies flee.

On your way to the center of the battlefield, you'll pass the Abandoned Village Forton. You can come back later to finish "The Forton Sisters" Sub-Event here, but for now, activate the save point and move forward. There is also a Dark Turtlez on the battlefield if you need to stock up on items or gear before the battle. If you have equipment with skills against Dragons, now is the time to fuse and equip them!

Approach the dragon, which is just about to gobble up Lucas and his men. Sorey and Rose dive into battle to give Lucas a chance to escape. The mercenaries fall to safety with what is left of the Hyland and Rolance armies, with Alisha and Sergei at the lead. The humans look on as Sorey, Rose, and the seraphim take on the dragon.

This is a difficult battle, so make sure you are well equipped. This isn't a drake or a wyvern, but a full dragon. With its weakness to Non-Elemental artes, it's important for Sorey and Rose to keep Tiamat caught in a Power Combo to negate its resistance to Fire, Earth, and Water artes for the seraphim. Zaveid will be useful for armatization offensively, otherwise use the other seraphim's armatizations for healing your party. Most importantly, focus on survival—keep an eye on your seraphim and switch them out if they are low on health or are inflicted with an ailment so they can heal in safety.

Tiamat attacks are powerful, but they are also slow, with distinct hints to the type of attack he'll unleash next. While Non-Elemental artes will trigger Power Hits, besides the occasional stun, most of Tiamat's attacks cannot be broken even with proper arte balancing. As he builds up his next attack, get ready to dodge or guard. Many of his attacks can be avoided by evading behind him, while his slam and swipe attacks are best guarded. Beware: some of his attacks can inflict Paralyze, so it's very important to avoid getting hit as much as possible.

A cutscene will interrupt after you've brought down about a fifth of it's health. Your party realizes that the dragon is using the malevolence permeating throughout the battlefield to heal itself. The humans below look on, both in awe and despair at the struggle of the Shepherd. When the cutscene ends Sorey and Rose are armatized, and the dragon has completely restored it's health. Nothing else has changed, so keep fighting it like before.

At about two-thirds health, another cutscene will interrupt. Just as Rose is beginning to doubt they'll last for much longer, the humans launch a flurry of arrows at the dragon, inspired by the courage of the Shepherd. The battle begins once more - now, whenever Tiamat tries to heal, more arrows will rain down on it, temporarily dazing it to prevent it from recovering health. With the united efforts of the humans and the Shepherd, you can now defeat the dragon.

Unfortunately, defeating the dragon does not purify it. Sorey hesitates, but then makes the ultimate choice to end the dragon's life, as well as the seraph that inhabits it. Sorey and Rose armatize, and in a flash of light and fire, bring the dragon down. Beneath them, the humans cheer, their war ended and forgotten.

VOLGRAN FOREST

Sorey and Rose awake in Volgran Forest. Mikleo makes note that the malevolence of Glaivend Basin has completely vanished. Exhausted, they all agree to rest in the old hideout, the Tintagel Ruins. Sorey's top three titles raise to their highest rank: "Veteran Warrior", "Master Sword Danseur", and "Wielder of the Demon's Bane." Head north to the Ruins for a much needed rest.

The two humans sleep for three whole days. After awaking, the party agrees to head for Lastonbell to see what has become of the humans now that the dragon has been slayed, and the war stopped in its tracks.

Alisha and Lucas are outside Lastonbell trying to speak with Sergei about a peace treaty. Sorey smooths things over with the guards, and Sergei emerges and invites the Hyland princess inside.

LASTONBELL, CITY OF ARTISANS

Head to the Sanctuary to see that things are progressing well with Sergei and Alisha. As you're leaving town, the party sees the townspeople responding well to the idea of peace, as well as soldiers from both sides celebrating together. Everyone makes excuses to stay in town for the night, and the characters have important conversations throughout the town.

Lailah and Rose have a good talk above the city at the belltower. Zaveid helps Edna try to wrap her head around the idea of death as salvation. Sorey and Mikleo share a moment of contemplation and self-reflection. Sorey comes to a decision about what he'll do after the final battle. Maotelus, now corrupted by malevolence, will need a new vessel to truly be purified. Unfortunately, Maotelus is so corrupted that this process could take a long time, even centuries, and would also require the assistance of future Squires and Shepherds. Sorey, however, is willing to put his faith in the future generations that will come after him. With Mikleo's help, they decide how to set himself up as the new vessel, but it will means breaking Heldalf's connection to Maotelus with Siegfried. The rest of the party overhears their conversation and unanimously agree that it is a "stupid" plan, but nonetheless, they will follow Sorey to the end. The Shepherd and his friends decide to set off that very night to defeat the Lord of Calamity.

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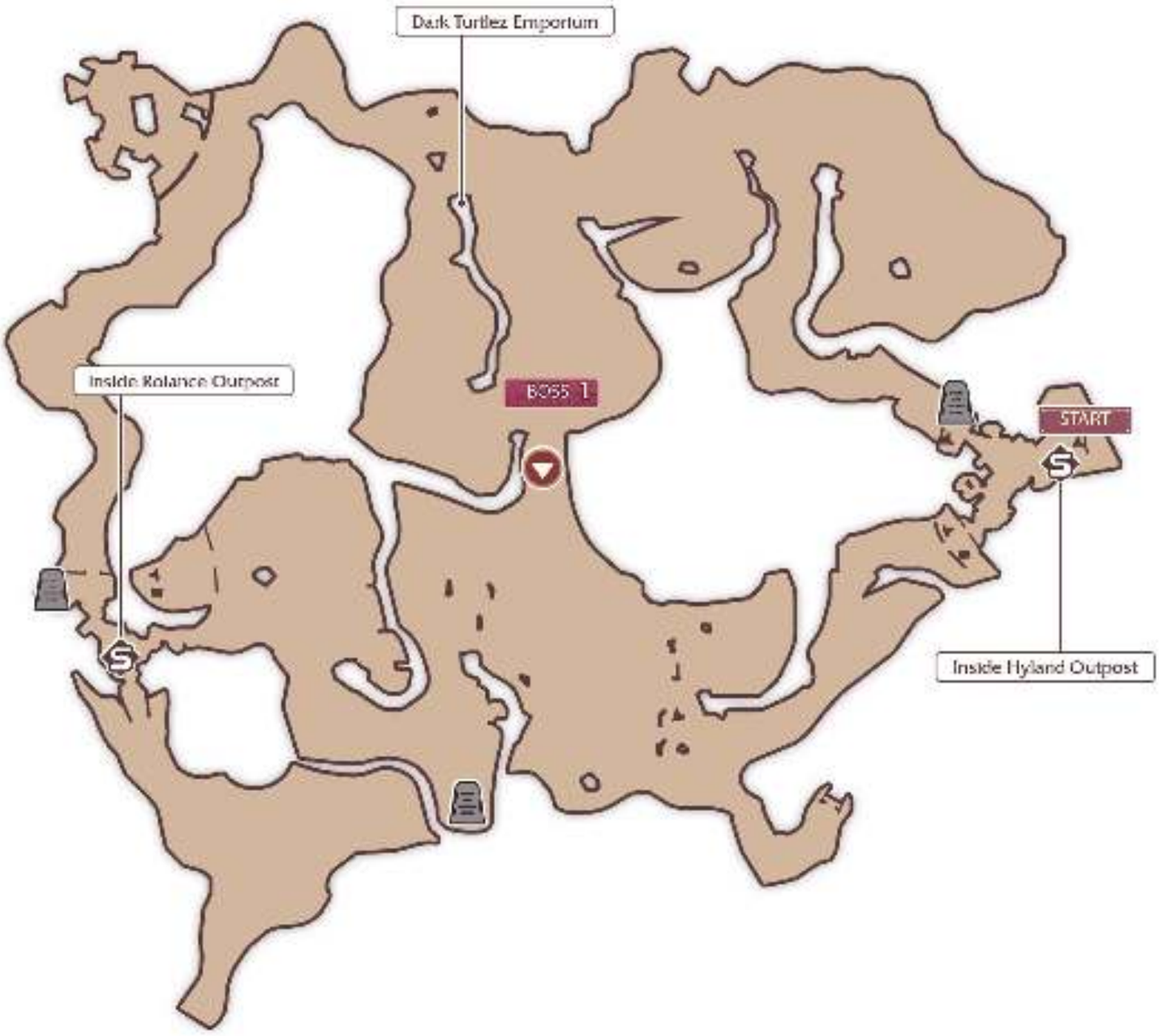
Part 4: The Duty of the Shepherd

Remains of Merchior

The Forbidden Ruins

GLAIVEND BASIN

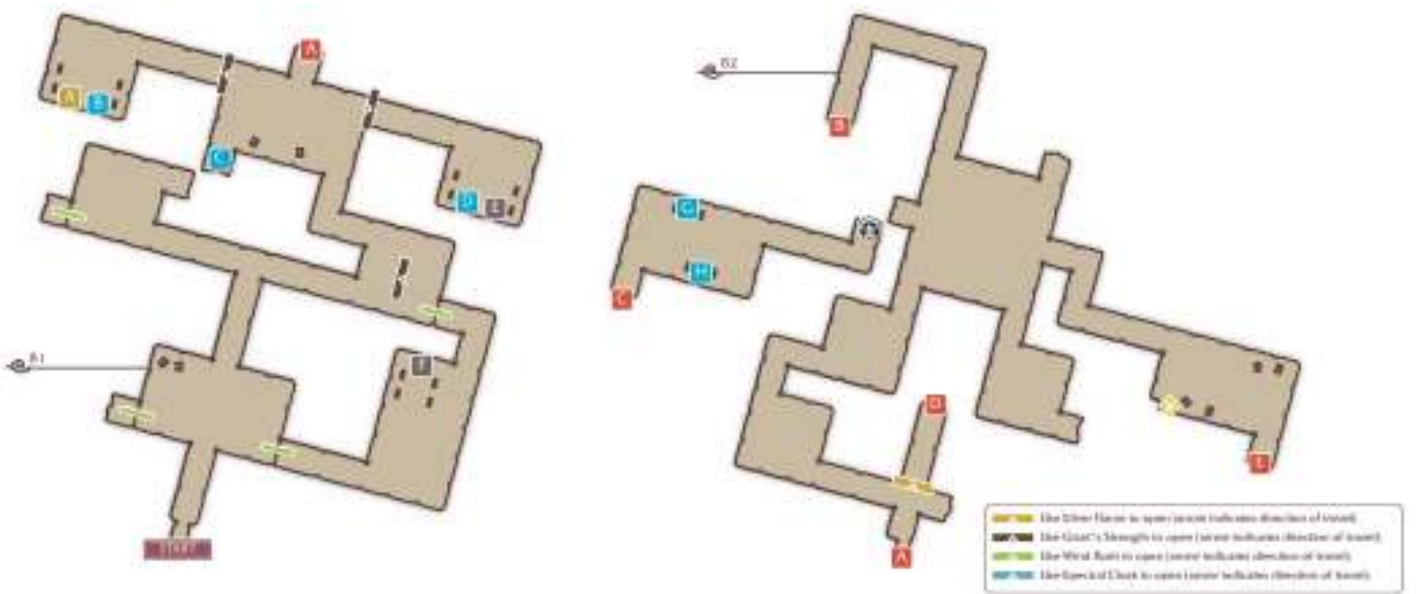


BOSS ENEMIES	
DRAGON WARLOCK	
Level	62
HP	36361
Link	—
Weakness	—
Resistance	

If you'd like to go straight to the final battle, then warp to Lakehaven Heights. However, if you want to take on the last optional dungeon, now is a good time to do it.

Warp to the Rolance outpost in Glaivend Basin. You can take the time to confront the Forton sisters in Forton Village as part of the Sub-Event "The Forton Sisters" (make sure you have visited the Pendrago Shrinechurch library first), or you can just head directly to Merchior, the ruins in the southeast part of the map. There is also a new optional boss hellion, Dragon Warlock, on the battlefield, close to where you fought Tiamat; defeat the Dragon Warlock to complete the Sub-Event "The Lovers."

REMAINS OF MERCHIOR



ITEMS	
A	Blob Ring
B	Topaz Boots
C	Red Saffron
D	Hyper Velocity Boots
E	7050 gald
F	6800 gald

G	Melon Gel
H	Photonic Ray

ENEMIES

MUD SLIME

Level	36
HP	2837
Link	Slimeroot (+100%)
Weakness	
Resistance	

SLIMEROOT

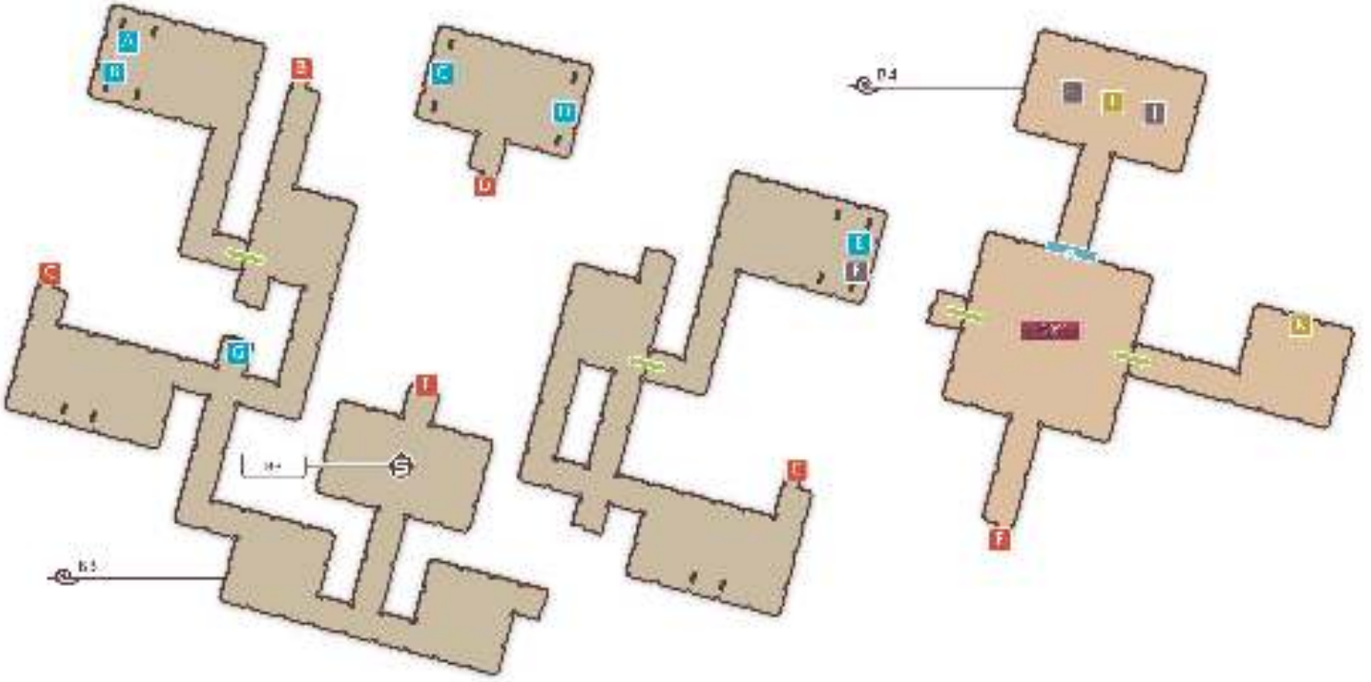
Level	54
HP	3431
Link	—
Weakness	—
Resistance	

SLIME

Level	8
HP	223
Link	Slime Glutton +(500%)
Weakness	—
Resistance	—

This dungeon is full of slimes, slimes, and more slimes. Luckily, they're not very fast, so you can outrun them if you don't want to fight them all. The bottom floor is home to Maneater, a huge slime that is this dungeon's optional boss hellion.

REMAINS OF MERCHIOR



ITEMS

A	Grape Gel
B	Hourglass
C	Melon Gel
D	Drop Bottle
E	Grape Gel
F	All-Divide
G	Red Chamomile
H	8800 gald
I	Gooey Stuff
J	8500 gald
K	Monocle

BOSS HELLION

MANEATER	
Level	64
HP	39053
Link	—
Weakness	—
Resistance	

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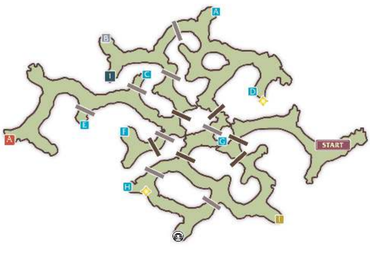
Part 4: The Duty of the Shepherd

Aroundight Forest (2)

Absent Protector

AROUNDIGHT FOREST



ITEMS

A	Red Saffron
B	Drop Bottle
C	Battle Boots
D	Elixir
E	Life Bottle
F	Red Rosemary
G	Chamomile
H	Arcane Bottle (x2)
I	Soufflé

ENEMIES

ELDER TREANT

Level	56
HP	8375
Link	—
Weakness	
Resistance	

MYTHRIL GIGANT

Level	57
HP	7363
Link	—
Weakness	
Resistance	

WOLF BERSERKER

Level	57
HP	8783
Link	—
Weakness	
Resistance	

BOSS HELLION

DEMON RODLER

Level	67
HP	17103
Link	—
Weakness	—
Resistance	

TIP

Before heading into the forest, if you have leveled up the weaponsmith shops enough to unlock the "Mythril" Sub-Event, stop by Lailaps and pick up a special tool from Cerogrin. You'll be able to mine Mythril here [1], and once you bring some back, all of the weaponsmith shops will start stocking Mythril themselves. Refer to the "Shops & Items" for specific Mythril locations, as well as "Mythril" in Sub-Events for more information.

Warp to the Aroundight Forest Entrance in Lakehaven Heights, and enter the forest. The forest that had long been under the protection of Gramp's domain is suddenly full of powerful hellions and malevolence. Worried about what this might mean, Sorey, Mikleo, and the party hurry on. The enemy levels within this area are now pretty high, so be careful. All of the seraphim's fourth titles raise to their final ranks: "The Answerer", "The Believer", "The Watcher", "Honest Fellow".

Near the entrance of Elysia, the group finds the corpses of dead Hyland soldiers, and realizes that Heldalf must have led soldiers and hellions into Elysia through the forest. Heldalf has nothing to gain by invading Elysia and opening the path to Camlann—unless his intention is to torment Sorey until it leads him to malevolence. Best to get a move on.

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Part 4: The Duty of the Shepherd

Depths of Mt. Mabinogio Ruins

The Path To Camlann

ELYSIA

ENEMIES

CERBERUS	
Level	68
HP	29587
Link	—
Weakness	
Resistance	

In Elysia, a monstrous foe awaits the party. You cannot avoid it, so when you're ready head over to face the two-headed beast barring your path.

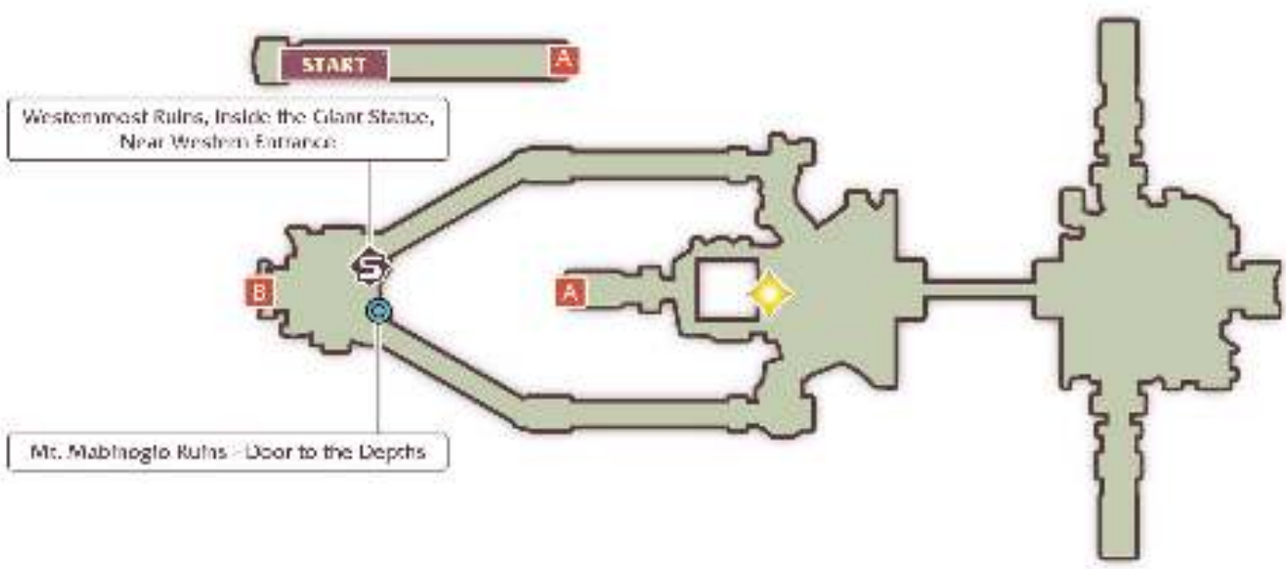
Each of the heads uses different elemental attacks. Try to avoid standing directly in front of it, and get in the fray with Sorey and Rose's powerful Non-Elemental artes; be warned, its hidden artes can be quick and unblockable, so don't let your martial artes get you caught. Switch in Edna and pound away, keeping it staggered so that it doesn't have time to return fire. Be careful when you get its health pretty low, as it will begin to cast Regeneration to heal itself. When this happens, interrupt it or let loose with a mystic arte. Defeating Cerberus raises Mikleo's top three titles to their highest ranks.

As you enter the village, dead soldiers are strewn about. The group realizes that the massive amount of malevolence in the area is not due to Gramp's blessing disappearing alone. The seal that Mikleo's mother, Muse, forged to hold back the malevolence of Maotelus must have been broken. Head up to Gramps' house where Elysia's seraphim have safely sealed themselves inside. Gramps has not returned since he left on his own to drive out the humans. Go inside the house and inspect the bookshelf to find a skit alongside something that the old seraph left for you: Gramps' Letter. After watching the skit, you'll receive Gramps' Letter, and Mikleo's title "Kindred Soul" raises to "One of a Kind." If you returned Gramps' Pipe to him earlier, then it will be there alongside the Letter.

Head back down the hillside and you'll encounter Symonne. She taunts Sorey, confirming that Gramps went off to drive away the humans. However, she adds, "It's far too late at this point to do anything," before she disappears.

It's time to head back to where it all began: the Mt. Mabinogio Ruins.

MT. MABINOGIO RUINS



If you haven't been back here recently, a new Discovery Point, "Stern Thunder God Statue", is available. Check it out before you head down the stairs to the door that was sealed previously.

DEPTHS OF MT. MABINOGIO RUINS

ITEMS

A	Death Sheet
B	Red Chamomile
C	Elixir
D	Round Sunglasses
E	Red Lavender
F	Pegasus Wings
G	Red Sage
H	Pear Compote
I	Slaven Shadow

ENEMIES

GOBLIN BALLISTA /

Level	59
HP	4396
Link	—
Weakness	
Resistance	

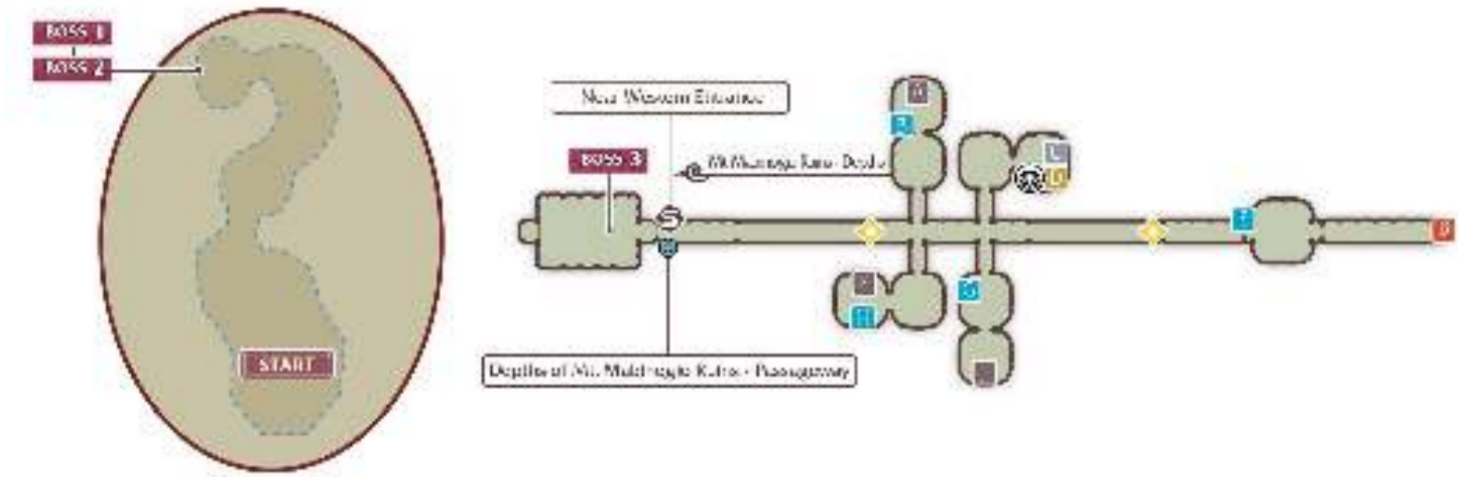
WOLF BERSERKER	
Level	59
HP	8783
Link	—
Weakness	
Resistance	

HYDRA /	
Level	59
HP	8793
Link	—
Weakness	
Resistance	

VAMPIRE	
Level	59
HP	3742
Link	—
Weakness	
Resistance	

As you enter into the Depths, you arrive just in time to see Muse collapse. It seems Bartlow was the one who brought in the soldiers, but he's dead now, along with his men. Muse, with faith that Sorey and Mikleo would usher in a new age of peace, sacrifices herself to remove some of the malevolence in the area. Mikleo takes up Muse's staff, and you can equip it if you wish.

ILLUSORY WORLD



BOSSES

SOREY (1)	
Level	76
HP	11852
Link	—
Weakness	—
Resistance	

ROSE (2)	
Level	74
HP	9450
Link	—
Weakness	—
Resistance	

SOREY (2)	
Level	75
HP	10636
Link	—
Weakness	—
Resistance	

ROSE (3)	
Level	75
HP	13582
Link	—
Weakness	—
Resistance	

SYMONNE	
Level	76
HP	28080
Link	—
Weakness	—
Resistance	—

SYMONNE (2)	
Level	76
HP	6163
Link	—
Weakness	—
Resistance	—

Not far into the Depths, you are suddenly transported into a strange desert. Use the map above to navigate through as best as you can. Invisible walls will prevent you from going off track, but this doesn't make it any easier to navigate. Hellions are another good way to stay on your path, as they won't spawn in areas you can't enter. Try your best until you encounter Rose and Sorey clones, complete with armatization abilities.

Sorey starts off armatized with Lailah, and Rose armatized with Edna, but the clones just mimic them, giving them resistances to their faux seraphim's element. Either focus your attacks on the opposite clone, or armatize with Mikleo and use ranged attacks to create openings for your partner while you stay out of range of the clone's devastating combo attacks. If you get caught by both of them at once, they can easily knock you out before you can sidestep far enough away. Defeat them to escape the illusory world and return to the Depths of Mt. Mabinogio Ruins. Back in the real world, Sorey realizes that there is still enough malevolence in the area that it would be difficult for a seraph to withstand it without a vessel.

Pick up the treasures and normin in the area. Once you pass the center of the corridor and reach the next set of stairs, you will enter the strange desert again. Continue moving forward through the twisty path (refer to the same map formation as before) and you'll encounter the Rose and Sorey clones again, this time Wind and Water armatized. Use similar tactics as before. This time you don't start off armatized, so strategize against their resistances as you would any other foe. These clones will be using a combination of hidden and seraphic artes—use your arte balancing to your advantage.

After defeating the clones, you'll return back to the Depths. The group notes that while Symonne's illusions look like the real deal, her inability to understand humans and their relationships to each other lessens much of their power. Also, her illusionary powers appear to be weakening...

Back in the Mabinogio corridor, activate the warp point and the save point before moving to confront Symonne one final time in the next room. The room appears to be a dead end, but Sorey knows it's an illusion that will break soon. Despite Symonne's allegiance to Heldalf and her extremely powerful illusionary abilities, she is still a seraph, and the overabundance of malevolence is weakening her. Having enough of Sorey's unintentional mocking, Symonne reveals herself and attacks, but this time, without the assistance of her illusions.

With all four of your lineup attacking constantly, Symonne won't be able to do much except get staggered over and over again. However, her special ability lessens her stun time, so be ready for her to bounce right back. She has no resistances or weaknesses but will use seraphic artes of all four elements—break them with your martial artes if you can. She'll try to run away to charge her seraphic artes out of the range of your attacks, so switch to Semi-Auto mode so you character will move automatically within range before attacking. If you are unable to keep her staggered or stunned throughout the battle, she will attempt to use her mystic arte "Recursion". Unlike most mystic artes, it is dangerous whether it hits or not. If it hits, she uses her clones to lay in a huge attack that can easily take you out. If it misses, she might spawn the clones instead to fight alongside her. Overall, focus on offense, and she will fall.

Symonne is out of energy, and after her deluded speech, the group leaves her sobbing on the floor. Edna's top three titles raise to their highest rank. Head through the doorway and into Camlann.

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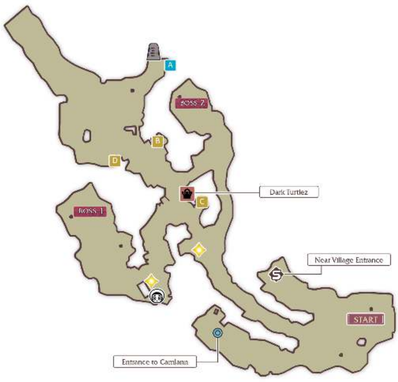
Part 4: The Duty of the Shepherd

Camlann, the Origin Village

A Skeleton Of Hope

CAMLANN, THE ORIGIN VILLAGE



ITEMS

A	Red Verbena
B	Kaiser Road
C	Primeval Crown
D	Corundum Lore

ENEMIES

GOBLIN BALLISTA	
Level	59
HP	4396
Link	—
Weakness	
Resistance	

WOLF BERSERKER	
Level	57
HP	8783
Link	—
Weakness	
Resistance	

HYDRA	
Level	59
HP	8793
Link	—
Weakness	
Resistance	

VAMPIRE	
Level	59
HP	3742
Link	—
Weakness	
Resistance	

BOSS HELLION

HECATONCHEIRE /	
Level	80
HP	50071
Link	—
Weakness	
Resistance	

ODIN	
Level	80
HP	39180
Link	—
Weakness	
Resistance	

There are two very powerful hellions in this area that you can choose to take on. Otherwise, activate the warp point and save point, stock up at the Dark Turtlez Emporium, and head on through to Artorius' Throne after exploring this area.

From Camlann to the top of Artorius' Throne, you'll run into six extremely powerful Boss Hellions. You do not have to fight them (though the added experience will be helpful for the final battle), but defeating them rewards you with special weapons. Although these weapons appear to be quite useless, they can be fused with any equipment of the same type, making them potentially some of the most powerful weapons in the game. You can find similar equipment later at Hexen Isle, but to get there, you'll need to defeat Heldalf first.

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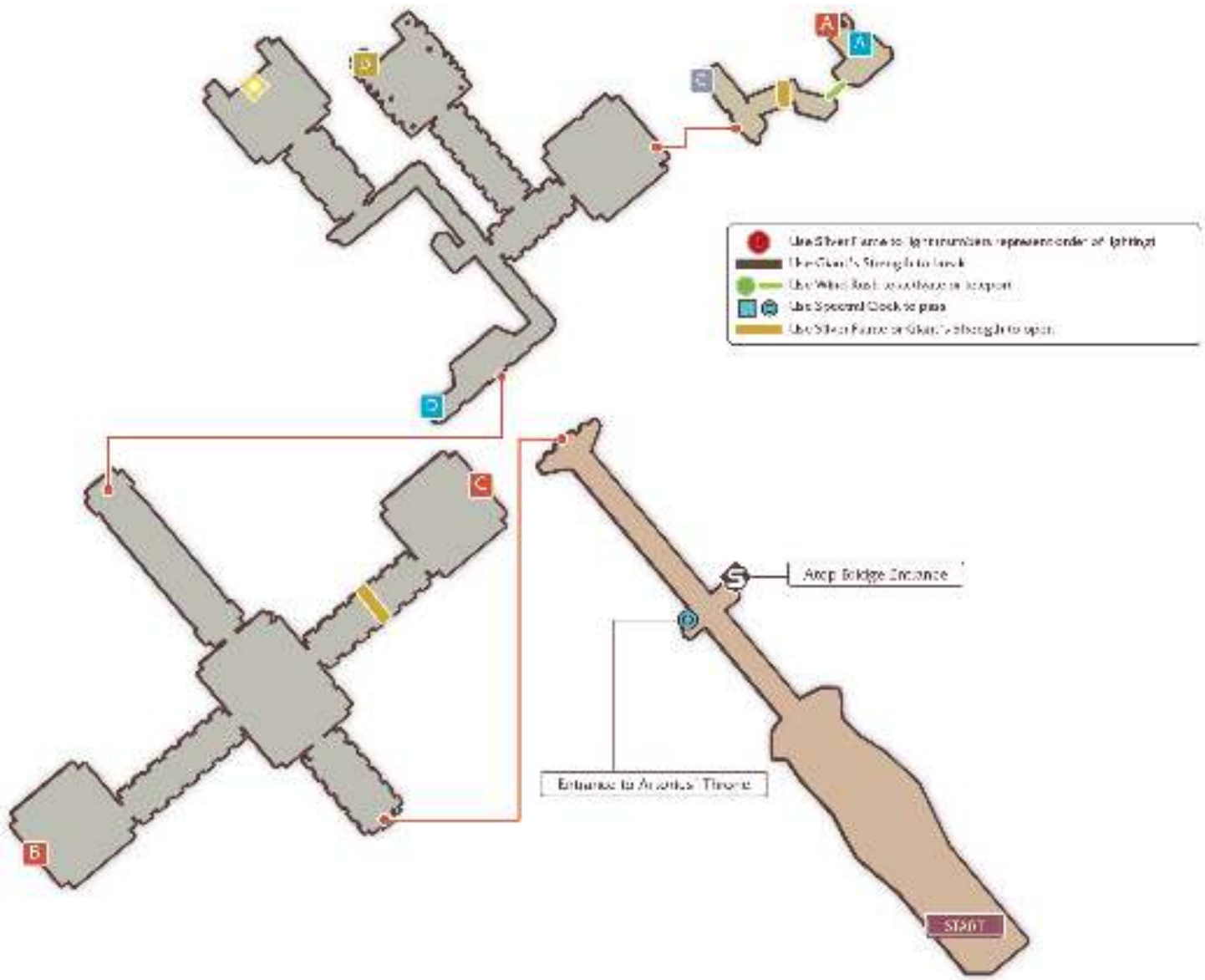
Part 4: The Duty of the Shepherd

Artorius Throne

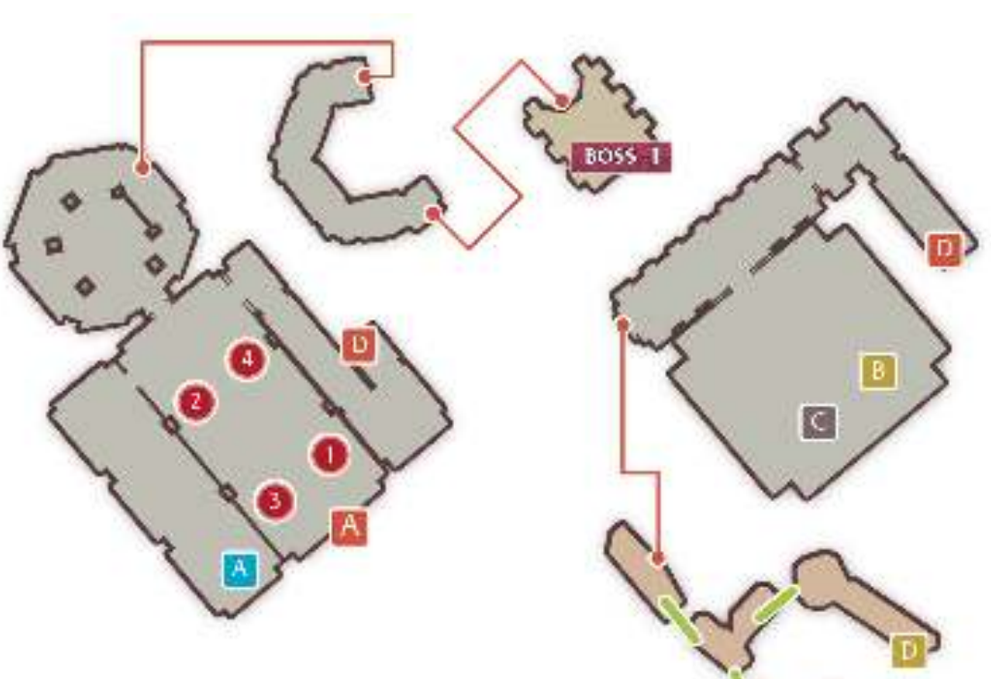
The Desecrated Shrine

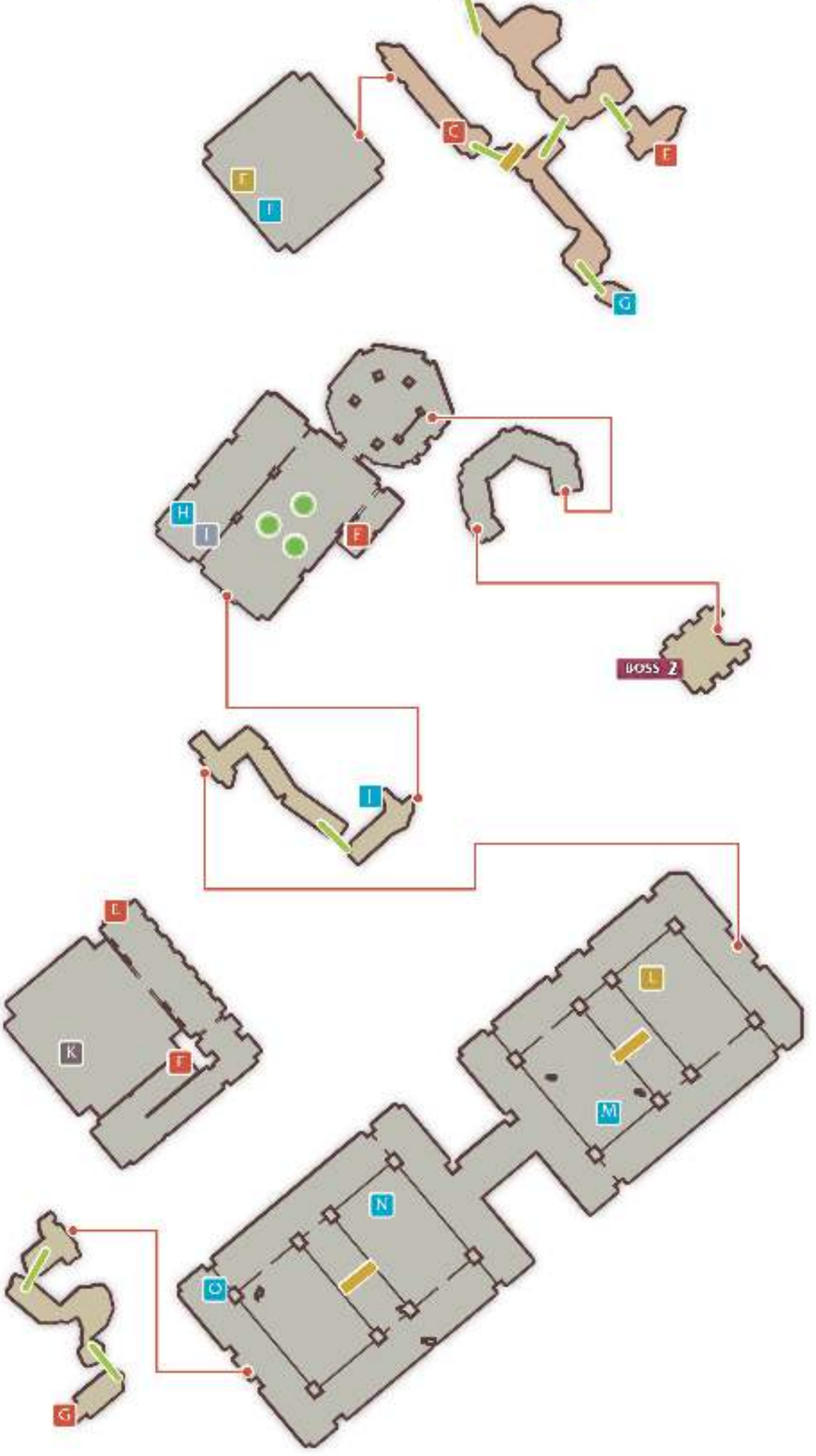
ARTORIUS' THRONE



ITEMS	
A	Red Rosemary
B	Elixir
C	Survivor's Garment
D	Arcane Bottle

Artorius' Throne is a huge, collapsing structure that will take some time to navigate. You'll need to use all four of your seraph map actions to get through it, and fight through countless hordes of powerful hellions. Activate the warp point and save point at the bridge, and then head into the structure. Ignore the right and left corridors for now and just head straight forward and up the stairs. Take the door on your right and continue exploring both the inside and outside of this maze-like area. There are four optional boss hellions you can confront at the tops of each of the four structures that require elemental map actions to pass through. You'll move through all four on your way to Heldalf, so you may as well give them a shot if you're not in a hurry. Battle often on your way to train and level up, especially if your party isn't level 60+ yet.

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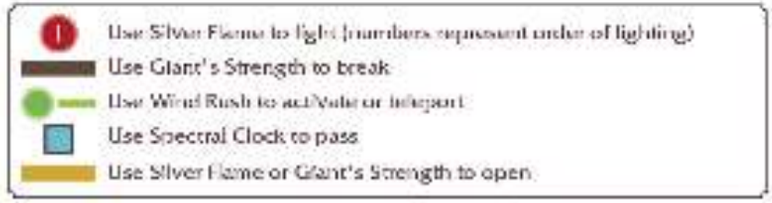


ITEMS

A	Strawberry Shortcake
B	Elixir
C	Kaleidoscepter
D	Slaven Shadow
E	Hourglass
F	Aqua Interrupter
G	Hourglass
H	Chiffon Cake
I	Death Sheet
J	Red Chamomile
K	Fairy Piercings
L	Caliburnus
M	Melon Gel
N	Helmwige
O	All-Divide

ENEMIES

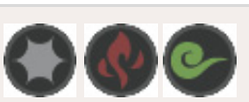
ARACHNE

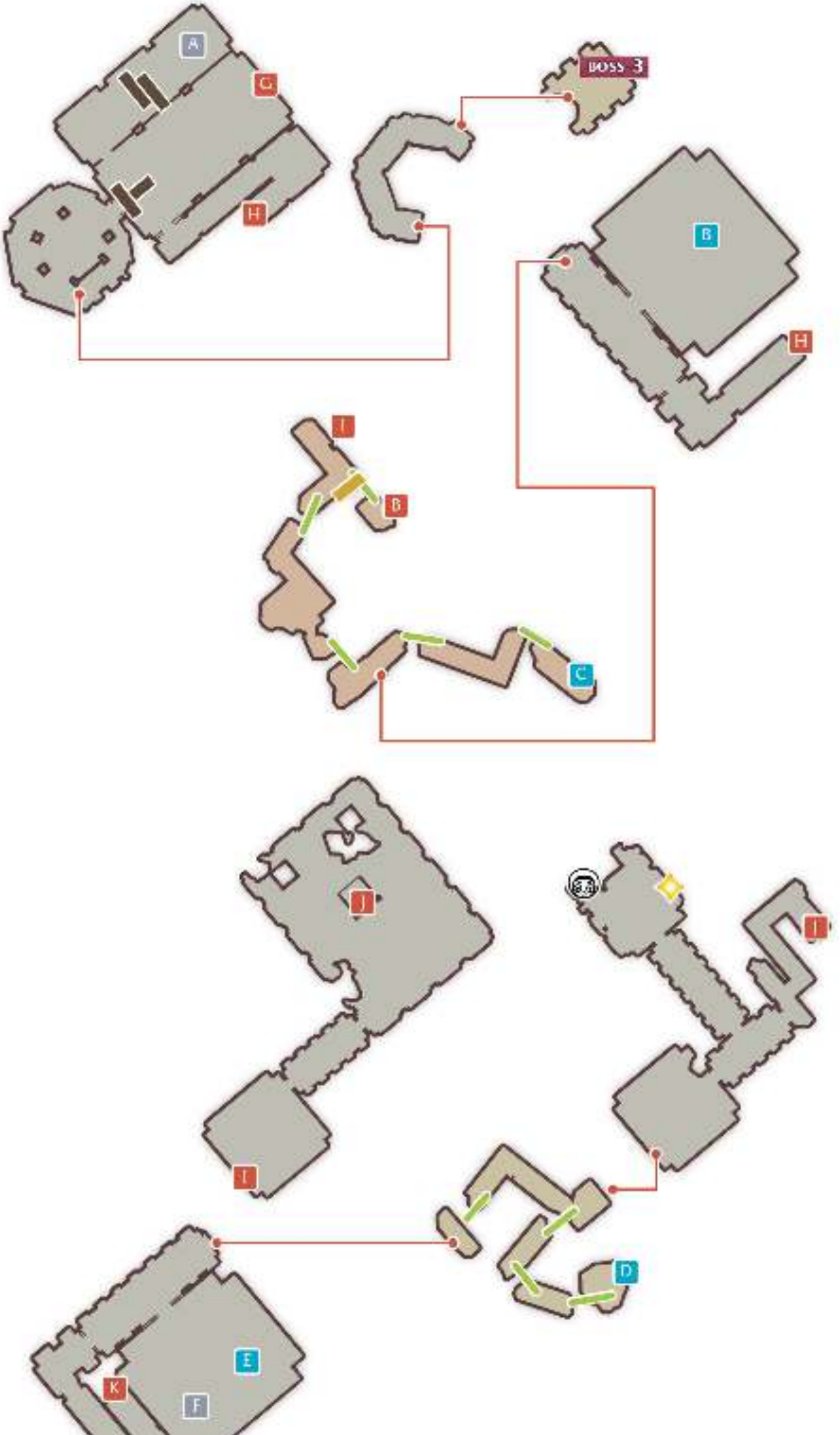
Level	62
HP	8181
Link	—
Weakness	
Resistance	

DRAGONFLARE / /	
Level	64
HP	11801
Link	—
Weakness	
Resistance	

GARUDA	
Level	62
HP	8686
Link	—
Weakness	
Resistance	

MAMMOTH	
Level	64
HP	14114
Link	—
Weakness	
Resistance	

SPECTER /	
Level	62
HP	5050
Link	—
Weakness	
Resistance	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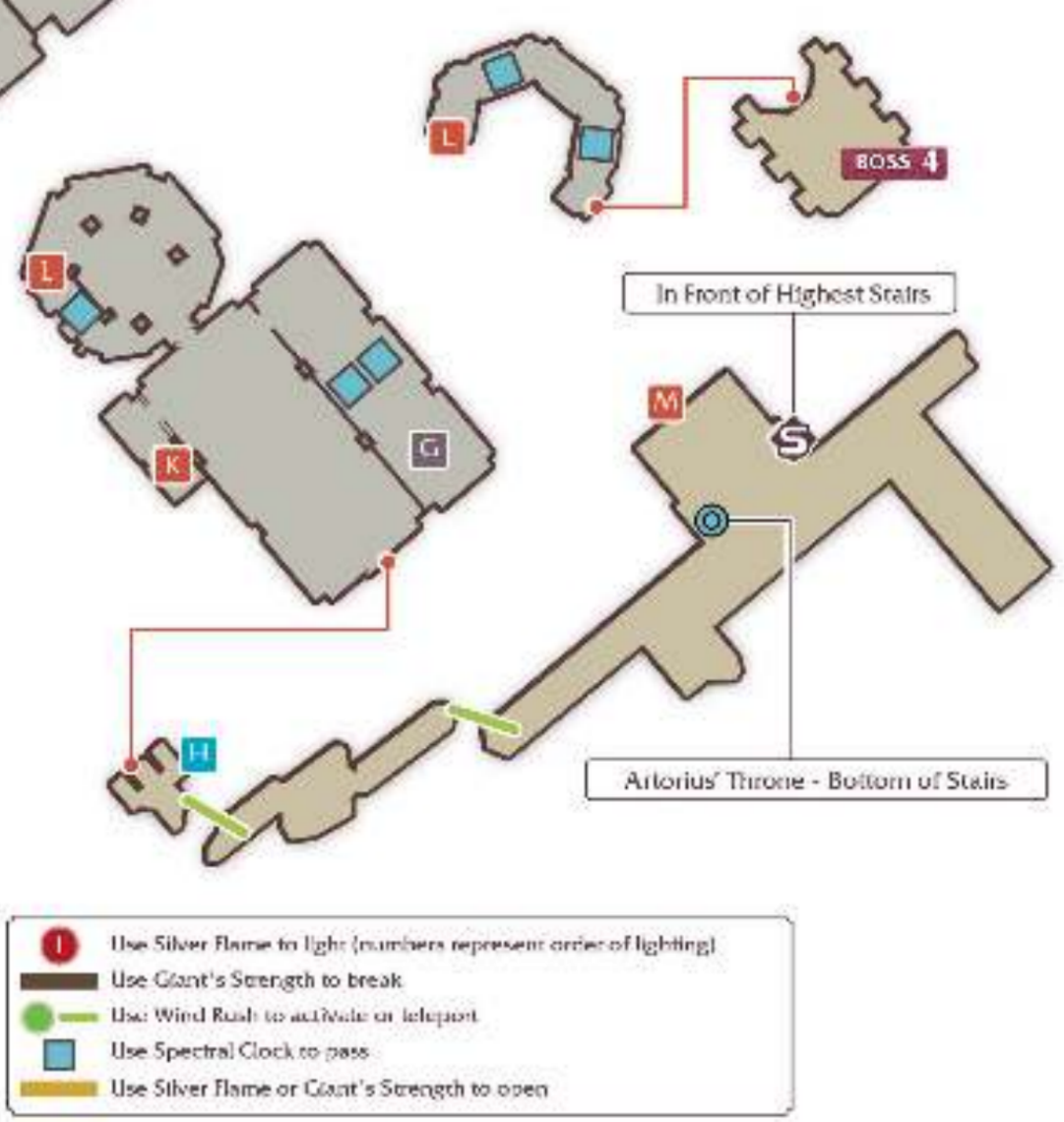


ITEMS	
A	Viking Hat
B	Pound Cake
C	Melon Gel
D	Marron Glace
E	Athena's Hairband
F	Drop Bottle
G	Roll Cake
H	Red Saffron

BOSS HELLION

CATOBLEPAS	
Level	80
HP	36457
Link	—
Weakness	
Resistance	

HIPPOGRIFF /	
Level	80
HP	57181
Link	—
Weakness	
Resistance	

AMMIT	
Level	80
HP	57181
Link	—
Weakness	
Resistance	

DINOSAUR	
Level	80
HP	66469
Link	—
Weakness	
Resistance	

TIP

If there's anything else you want to do in your current playthrough, go back and do it now. Buy Mythril weapons, access Katz Korner through the "Turtlez" Sub-Event, bring salvation to Eizen, check in with Sergei and Alisha, complete the "Scattered Bones Business" Sub-Event, complete your normin collection, buff up by taking out boss hellions or challenging Malevolent Crucibles... Now's your last chance, so make sure you've completed everything you want to do. Some Sub-Events can only be completed or accessed now that you're at the end, so feel free to backtrack to the world below.

When you complete this final boss battle, you'll be able to create a clear save file marked with a gold star. This save file can be used to create a New Game+. You can also load the save file directly, where you will start at the Bottom of the Stairs again. With this file you'll have access to some additional content, including Hexen Isle. Sorey's title "Grand Shepherd" will have been raised to its highest rank: "Last of the Shepherds."

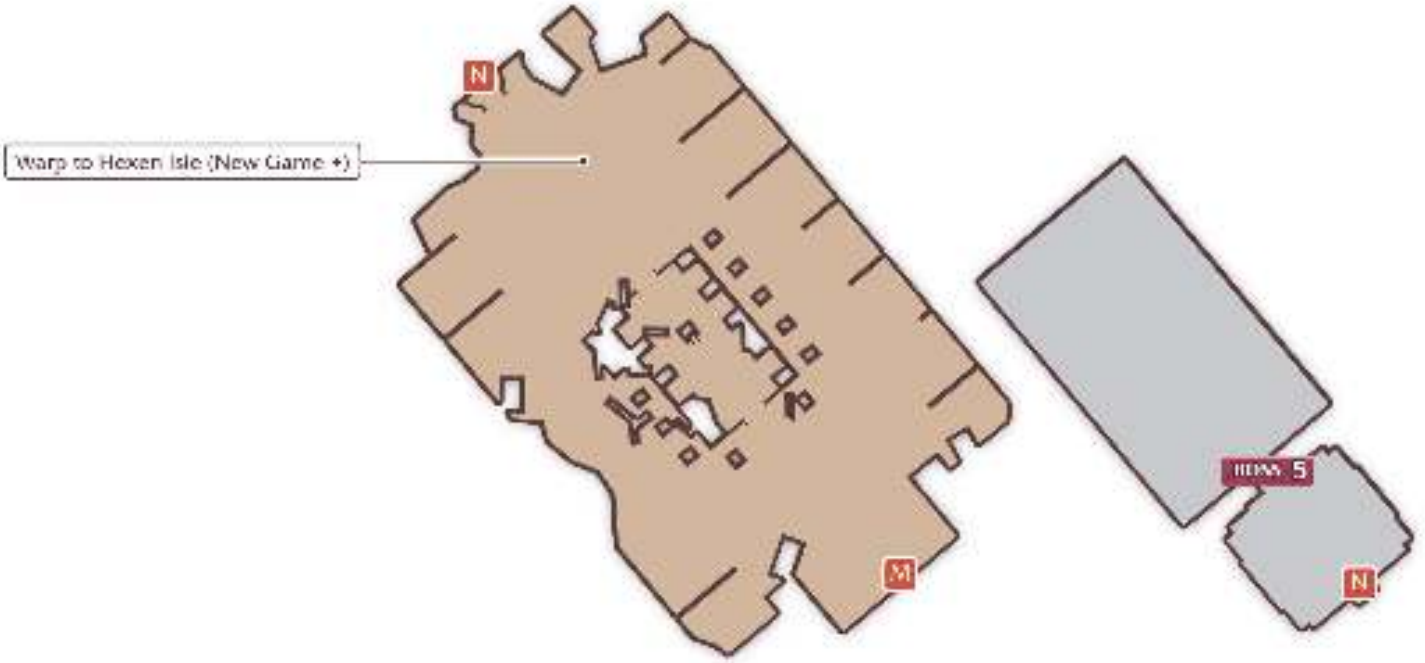
When you complete the events at Hexen Isle (refer to "Hexen Isle" in Optional Content for more information), you will power up Heldalf all the way to level 150! That seems daunting, but by the time you complete Hexen Isle, this fully upgraded Heldalf will merely be an added challenge.

ENEMIES

HELDALF (3)	
Level	80
HP	52340
Link	—
Weakness	—
Resistance	

ARMATIZED HELDALF	
Level	80
HP	200000
Link	—
Weakness	—
Resistance	—

HELDALF (4)	
Level	80
HP	21935
Link	—
Weakness	—
Resistance	



Once you make it through to the top, activate the warp point and save point at the base of the stairs, and then head up and across the plaza to enter the final building. Sorey gains the costume "Shepherd's Outfit: Determination," which changes the music used in battle.

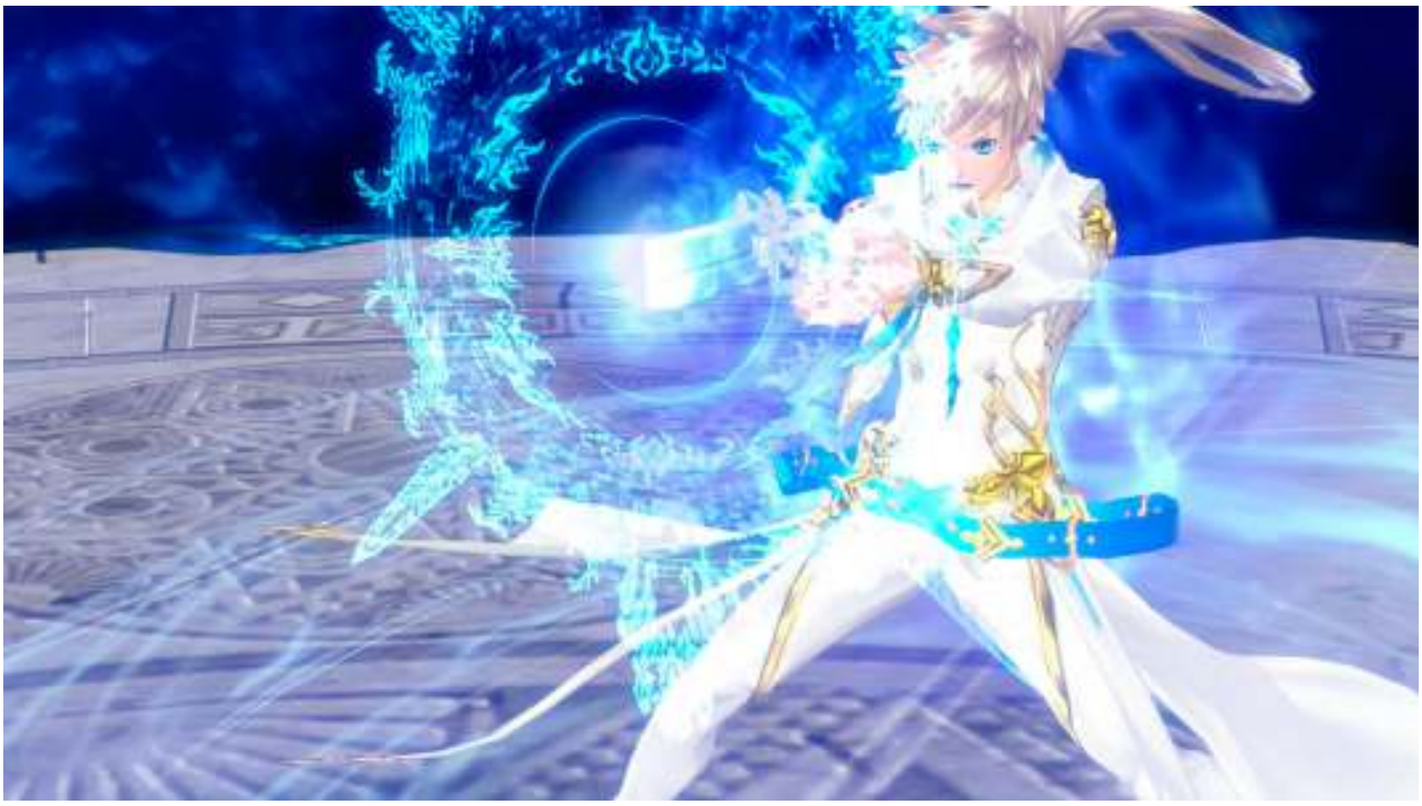
The big battle with Heldalf has three main parts, so stock up on restorative items to make sure you have an ample supply. Then, head inside and challenge the Lord of Calamity!

This is definitely the final boss battle, and the difficulty and dramatic nature of the fight reflects that. Evade Heldalf's attacks as much as possible, as they are very, very strong. Luckily, Pay attention to the types of artes he uses so you can dodge or step out of the way. These attacks are mostly hidden artes, so don't let your martial artes leave you vulnerable. Heldalf is resistant to Non-Elemental attacks, which makes armatization extremely useful for this battle. Additionally, since most of his attacks are short-ranged, taking on a seraph and attacking with seraphic artes from a distance is a great tactic to break his hidden artes while bringing down his health in safety. Once you whittle away about one-fourth of his health, a cutscene occurs where Heldalf reveals that he has absorbed Gramps. Heldalf takes advantage of Sorey's shock, and forces Gramps to use his lightning artes against Sorey.

The fight continues on, and the group decides they must take down Heldalf first before they can figure out how to save Gramps—if they can. Beware, Heldalf will now have access to new powerful hidden artes, and he'll try to trigger his mystic arte "True Lion's Howl." Once you bring down his HP, Rose attempts to take it on herself to land a lethal attack against Gramps, but Mikleo and Sorey ultimately decide that it's something they need to do themselves.

Angry that he is still unable to break the will of the Shepherd, Heldalf armatizes with Maotelus. You need to take out a quarter of his HP so that you can use Seigfried against him, but in the meantime, he will attempt to take you down with attacks that can hurt you up close and from a distance.

Once his health has depleted by 25%, Heldalf will begin chanting to cast a vicious attack that will wipe out your entire party if it is not interrupted in time. Once he starts chanting, pummel him with your strongest attacks. If you cause enough damage, you'll be able to interrupt the casting and stun him just long enough for you to fire a seraph through Siegfried by following the on-screen instructions. Remember that any seraph you fire will no longer be available for the remainder of the battle, so choose your armatization order carefully. Luckily, every time you do this, your party heals to full health. This process will repeat every time Heldalf has been brought down by a quarter of his health.



After doing this all four times in a row, you are victorious and Heldalf loses his armatization form. Sorey will then push an exhausted Rose out of harm's way. She watches the Shepherd and the Lord of Calamity fall, angry and upset that she unable to assist him as his Squire. Sorey will have to face the final part of the battle alone.

Now Heldalf is back to his regular self, which is a welcome change after that crazy armatization form. His resistance to Non-Elemental artes is back, but his health has dropped to more than half than it was before. Focus on dodging and guarding his hidden attacks, then attacking when he is vulnerable. Pay attention to the type of hidden artes he uses—for some, it'll be best to backstep; for others, sidestep. You can take him out faster by taking the risk to overpower these attacks with your own hidden artes. But remember, if you lose health, the only way to heal is to use items. You need to lower his health so you can finish him with a mystic arte that Mystic Arte, which Heldalf will match. Unfortunately for Heldalf, Sorey has a trick up his sleeve, and blasts the weakened Heldalf back into a throne, revealing Maotelus at last.

After everything you have fought through, all you can do now is walk forward. Sorey picks up a fallen sword, which you must use to end Heldalf's life. When you reach him, press K to lift the sword, and press K again to stab him in the heart. When Heldalf dies, the seraphim drift away, and the malevolence within him finally dissipates. Sorey reaches out for Maotelus, and a bright beam of light erupts into the sky, spreading out to the entire world.

Thus concludes the main story. To find out what happens afterwards, stick around during and after the ending credits. You can also check out the DLC expansion, "Alisha's Story."

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Sub-Events
Overview

Locations and characters tied to sub-events are marked on your map with a purple star . Any sub-event storyline that you begin will also appear on the list of conversation topics when you speak to the party member accompanying Sorey on the map screen.

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Sub-Events

Turtlez

START

Speak to the Turtlez in Ladylake, the Aquapolis, Outside the Aqueduct to start this sub-event storyline. The Turtlez will offer to sell you a map.

Purchase all of the Turtlez' Adventure Maps as you travel to different towns. When you buy one, the Turtlez will then move to the next town on the list. Below is a list of all of the Adventure Maps you can acquire.

Ladylake (Adventure Map: City of the Lake)

Marlind (Adventure Map: Town of the Woods)

Lastonbell (Adventure Map: Near the Border)

Pendrago (Adventure Map: Around the Capital)

Gododdin (Adventure Map: Southeast Frontier)

Lohgrin (Adventure Map: Western Region)

Hexen Isle (Adventure Map: Unknown Island)

NOTE:

This final map is not required in order to complete the Turtlez storyline, but it is the last Adventure Map you can collect; it is given to you for free when you find the Lost Katz on Hexen Isle.

After your battle with Mayvin, merchants at the Central Campsite on the Great Camelot Bridge will be discussing the war. The Turtlez will also be there, and after talking to him you must find out where Katz Korner is. You can speak to each of the Lords of the Land to learn clues about Katz Korner.

After defeating Tiamat and learning that Gramps' blessing no longer protects Aroundight Forest, head to Ladylake and enter the Noble's District. Approach the group of children between Alisha's House and Rountabel Palace to rescue the Katz. If you sold Gramps' Pipe earlier in the game, you must buy it back from the man in Lastonbell standing beneath the bell tower. If you gave it back to Gramps, you will need to collect it from Gramps' House by inspecting the bookshelf. Once you have it in your inventory, the Katz in the Noble's District will warp you to Katz Korner.

In the central area, Dark Turtlez and Turtlez are preparing to fight. Once you approach them, you will be drawn into the confrontation and you will have to fight Dark Turtlez. Defeating Dark Turtlez rewards you with Autumn Blade x2 and Square Glasses.

Dark Turtlez	
Level	99
HP	88888
Link	—
Weakness	—
Resistance	—

CLEAR

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Sub-Events

The Perfect Curl

START

After defeating the Male Assassin at Rayfalke Spiritcrest, battle the Armadillo enemy marked with a star on the map. Lailah will start to discuss a peculiar topic that she is verypassionate about.

After speaking with Sergei about Cardinal Forton during your first visit to Lastonbell, head to Malory, the Patinal Forest. At the clearing in the middle of the eastern side of the map, a Geo Roller waits. Battle it and listen to Rose and Lailah's enthusiasm aboutcircular objects.

After obtaining the Spiritual Power of Wind from Guinevere, Shrine of the Wind Trial, a seraphim in Lohgrin will have some information to share about a very round enemy. Head to Trizolde Cave - Northeast and battle the Pill Bug optional boss to witness the conclusion of Lailah's Arma Dylan sub-event.

Pill Bug /	
Level	54
HP	21565
Link	—
Weakness	
Resistance	—

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Sub-Events

Kylfe's Ghosts

After convincing Lucas to evacuate with the townspeople of Marlind, a soldier in Ladylake, the Aquapolis is able to pass on a rumour about ghosts in the nearby abandoned town. At Kylfe, the ruined village in the northeast corner of Lakehaven Heights, an optional boss appears. Battle with the three Phantoms and defeat them to complete thissub-event storyline.

Phantom /	
Level	25
HP	3191
Link	—
Weakness	
Resistance	

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Sub-Events

Phoenix

Collect all 49 normin scattered across the continent (please see the “Normin” section within Optional Content for more details on where to find all 49 normin). Once you have collected 49 normin, stay at an inn to recieve a mysterious letter. Upon reaching the Innermost Great Hall in Igraine, Shrine of the Fire Trial, all of the normin are gathered there and the final normin reveals itself. You will be thrown into battle against Phoenix, and if you win Phoenix will deem Sorey strong enough to protect Edna in his stead. You will also get the Mini-Normin attachment.

Phoenix	
Level	83
HP	14612
Link	Long Reach
Weakness	—
Resistance	

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Sub-Events

The Blue Valkyrie

START

After convincing Lucas to evacuate with the townspeople of Marlind, and after obtaining the Library Key from Agatha, speak with Neif outside of his house that faces the great tree. Return the Library Key and listen to the children discussing Lady Maltran. Neif will then give you permission to take the Iris Gem that is now sitting within Marlind's sanctuary.

After defeating Cardinal Forton and meeting with Mayvin at the Gilione Inn, an old man in Lastonbell's southern elevated park will be able to tell you more about Lady Maltran's history. After the conversation, you will earn the fasion attachment Rose Corsage.

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Sub-Events

Sorey and Mikleo

After creating cleared game save data and continuing your game from just before the final battle, rest at any inn to reflect on Elysia.

Head to Elysia Entrance and view a scene where Sorey and Mikleo look out over the world below and reflect on their journey thus far. The strengthened bonds between the two will allow Mikleo to learn a new mystic arte: Rime Slaughter.

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Sub-Events

Scattered Bones Business

START

After agreeing to meet Sergei in Pendrago during your first visit to Lastonbell, you'll run into the Ayn twins on your way out of town. Head to Malory, the Patinal Forest so that Rose can check out the potential new hideout. While Rose is busy, speak with everyone in the clearing to learn more about Rose and the Scattered Bones. When Rose returns, the party learns about a shady businessman, and everyone eats Mabo Curry Buns. Rose also gains the title "Unfruitful Blossom" and the costume Scattered Bones Boss.

After defeating Cardinal Forton, a woman in Lastonbell will be able to talk about how soldiers are cracking down on the bandits in Volgran Forest. Head to the Tintagel Ruins Entrance and purify the bandit girl who turns into a Dryad. The Scattered Bones members and Oysh promise to look after the children as they recover, and Rose agrees to get revenge for the children. Pick up the Iris Gem next to the sleeping children and exit the room to catch a skit with Rose. The assassins' guild will look into who was manipulating the children and forcing them to become bandits, and you receive the Scattered Bones Mask attachment.

Dryad	
Level	40
HP	18275
Link	—
Weakness	
Resistance	

After defeating Tiamat and discovering that Gramps' blessing no longer protects the Aroundight Forest, speak to the Scattered Bones member on the Eastern Shore of Griflet Bridge in the Falkewin Hillside. Now that it's clear who was behind the scheme, confront the villain in the entrance hall of the Dumnonia Museum. His bodyguards are Orc Kong hellions, and defeating them will award you an Anomalous Orb.

Orc Kong	
Level	65
HP	32531
Link	—
Weakness	
Resistance	

Return to Volgran Forest outside the Tintagel Ruins and witness the sad end of this story line. Rose, now more resolved than ever in the purpose of the Scattered Bones, gains the costume "Sparrowfeathers Girl" and levels up her title.

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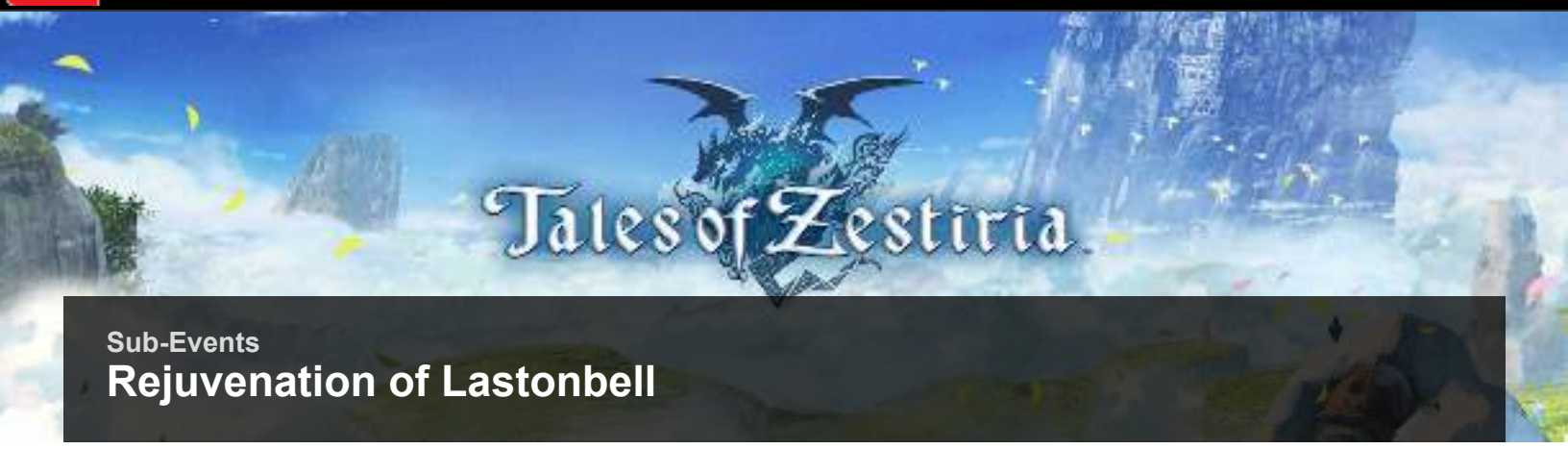

Sub-Events

Rejuvenation of Lastonbell

START

In Lastonbell, a seraph outside the Sanctuary will ask for your aid in finding Sindra, the area's Lord of the Land.

In Cambria Caverns, speak to Sindra near the subterranean lake and collect the Iris Orb she leaves behind.

Back in Lastonbell, overhear information about the missing girl, Margaret. Rest at the Randgriz Inn and investigate the scream in the middle of the night. Battle the Rougarou until it flees.

Rougarou	
Level	27
HP	5201
Link	—
Weakness	—
Resistance	—

Confront the Breed Wolf outside of town and defeat it. The hellions are revealed to be Margaret and her dog, and Sindra agrees to give Lastonbell and the surrounding areas her blessing once again. You will receive the Proof of Rejuvenation for Lastonbell, and the costume Traveling Girl: Alt. Color.

Breed Wolf	
Level	32
HP	12763
Link	—
Weakness	—
Resistance	

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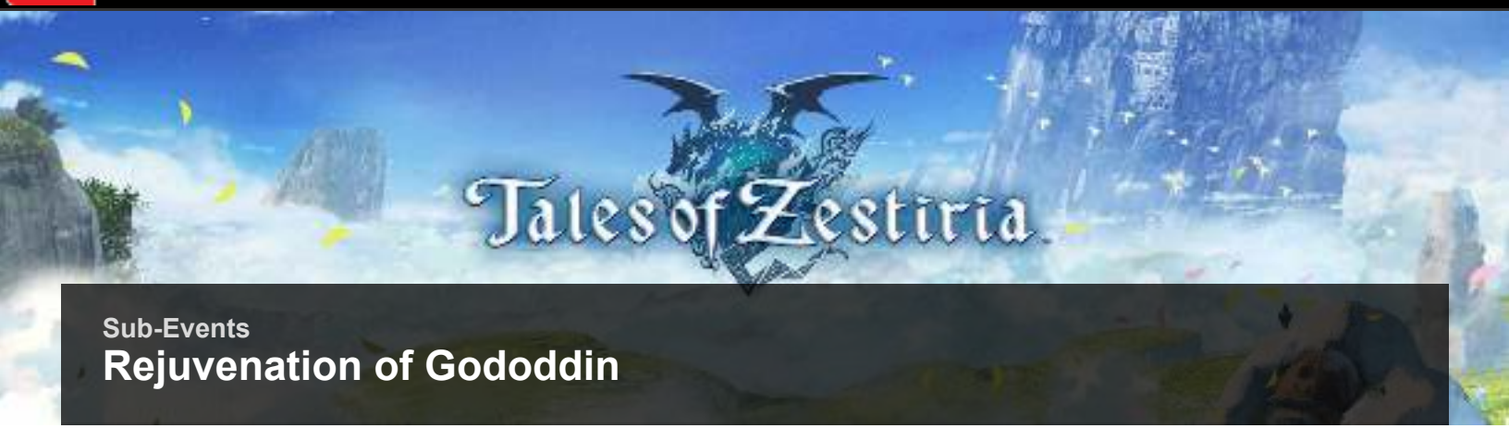

Sub-Events

Rejuvenation of Gododdin

START

After defeating Cardinal Forton and meeting Mayvin in the Gilione Inn, speak to Eguille in Pendrago to learn about the fake Shepherd.

Return to Gododdin and witness the fake Shepherd taking charge since the village chief is very ill. One of the boys in town will give you information about a hellion in Yder Cave.

Equip Rose's Support Talent Stealthy Feet and confront the Dirt Leech in Yder Cave (it will run away if it hears you approach). Defeat this optional boss and purify it to return Seraph Forsea to her original state. She agrees to consider becoming the area's Lord of the Land, and you will also get to collect another Iris Orb.

Back in Gododdin, Masedra and the fake Shepherd reach an agreement, and Forsea agrees to extend her blessing on the area. You obtain the Proof of Rejuvenation for Gododdin, the costume Maiden of Fire: Alt. Color, and the Fire Seraph's Haircut: Alt. Color.

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Sub-Events

Sergei, the Peacekeeper

START

After defeating Cardinal Forton and meeting Mayvin in the Gilione Inn, head to the amphitheatre in Pendrago and listen to the fake Shepherd. Leave the area and the Platinum Knights will apologize to Sorey for having to give credibility to the impostor.

After Mayvin instructs you to collect all of the Iris Gems while he waits in Lohgrin, return to the Knights' Tower to see a mob accusing the Knights of allowing a murderer to run wild. A priest intervenes and the mob disperses. Rest at the Gilione Inn, and then head to the Pendrago Shrinechurch at night to discover who the killer is. Sergei takes him into custody, and you receive the attachment Bushy Eyebrows and another Iris Gem.

After defeating Tiamat and realizing that Gramps' Blessing no longer protects Aroundight Forest, return to the Knights' Tower and speak with Sergei about the peace negotiations between Rolance and Hyland. Sorey will learn the mystic arte Thunderous Wrath, and you will receive the Pompadour attachment.

CLEAR

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Sub-Events

Mayvin, the Explorer

START

After defeating Cardinal Forton and meeting Mayvin at the Gilione Inn, enter the Pendrago Shrinechurch where Mayvin is conversing with a priest. Mayvin leaves, and the priest asks Sorey to deliver a thank-you gift to Mayvin.

In the Gaferis Ruins, a soldier tells you that Mayvin has already come and gone, and was headed to the Great Camelot Bridge.

After obtaining the Spiritual Power of Wind, a merchant at the Great Camelot Bridge will tell you that Mayvin is headed to the Ganglen Ruins in Westronbolt Gorge.

In the Ganglen Ruins, you finally catch up to Mayvin. He tells you to keep the gift. You obtain the attachment Fluffy Repede.

Once you speak with Mayvin in Lohgrin and he tells you to collect all of the Iris Gems, you will no longer be able to access the previous portions of this sub-event storyline.

After defeating Tiamat and discovering that Gramps' Blessing no longer protects the Aroundight Forest, return to Lohgrin and speak with a seraph who will describe Mayvin as a beautiful female poet. Head to Trizolde Cave and approach the tomb near the entrance to learn about the previous Storyteller of Time named Mayvin from Seraph Aksha. Completing this sub-event will award you the costume Shepherd's Outfit: Alt. Color.

CLEAR

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Sub-Events

Rejuvenation of Pendrago

After defeating Cardinal Forton and meeting Mayvin at the Gilione Inn, speak to the man at the inn who tells you that it's dangerous to go outside at night. Rest at the inn, and then head to the amphitheatre in the middle of the night. Defeat and purify the Beast Master hellion to return Seraph Morgrim to normal. The cat seraph agrees to extend her blessing to Pendrago and the surrounding area. You receive the Proof of Rejuvenation for Pendrago, the costume Dark Wind Guardian: Alt. Color, and Dark Wind Guardian's Haircut: Alt. Color.

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Sub-Events

The Lovers

START

After defeating Cardinal Forton, speak with the two seraphim at Glaivend Basin who want nothing to do with the corrupted world beyond living their lives together, apart from the troubles of humanity and malevolence. After you battle Heldalf in Aifread's Hunting Ground, this portion of the sub-event is no longer available.

After Mayvin tells you to collect all of the Iris Gems, return to Glaivend Basin and speak with the female seraph, who tells you that her partner was kidnapped. Once the war begins, this portion of the sub-event is no longer available.

When Tiamat is created on the battlefield, it becomes clear that Heldalf abducted the seraph in order to drive him crazy and turn him into a dragon. After defeating Tiamat, return to Glaivend Basin and battle the Dragon Warlock that waits in the center of the map. If you followed the sub-event storyline, Rose remarks at the end of the battle that she feels like the hellion resented the party. If you return to the overlook and speak with the female seraph again, she wants nothing to do with the party, presumably out of anger that Sorey and Rose killed her partner but purified her. She will have to live on with her sorrow, alone.

Dragon Warlock /	
Level	62
HP	36361
Link	—
Weakness	—
Resistance	

CLEAR

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Sub-Events

A Rose in Bloom

START

After parting ways with Alisha at the Griflet Bridge and learning about the secret ruin in Lakehaven that Lady Maltran is investigating, return to Ladylake. A boy near the entrance of the Noble's District is caught pickpocketing. Once he is purified, follow him to a house in the Noble's District where several other children join him. When the children try to sneak into the Sanctuary, you have the choice to report them to the city guards.

The kids are caught. Father Bruenor will give the party an Iris Gem and you earn the fasion attachment Goofy Glasses.

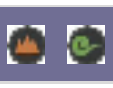
If you head to the part of town Outside the Aqueduct, the pickpocket has now turned to honest work as an errand runner.

After defeating Tiamat and discovering that Gramps' Blessing no longer protects Aroundight Forest, if you return to Ladylake and head to the farthest back alley in the part of town Outside the Aqueduct, it appears that the pickpocket was killed.

After defeating Symonne's illusions of Sorey and Rose (twice), and if you have acquired at least 30 Anomalous Orbs, a skit will become available at any Save Point. Rose feels like she's missing something, and she asks Sorey to accompany her back to the place where theyfirst met.

Head to the Ladylake Entrance in Lakehaven Heights. Rose and Zaveid will leave the party, and you must defeat the pair in battle. Once you do, Rose is satisfied, learns the mystic arte Crown of Torment and levels up her title.

Rose (1)	
Level	60
HP	33888
Link	—
Weakness	—
Resistance	

Zaveid (4)	
Level	60
HP	33888
Link	—
Weakness	—
Resistance	

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Sub-Events

Zenrus

START

After Alisha tips you off to the secret ruins in Lakehaven Heights when you reunite at the Griflet Bridge, head back to Elysia. Sorey and Mikleo make introductions at Gramps' House, and you can return Gramps' Pipe if you have it. Gramps and Lailah will have a quiet conversation, and when you decide to leave the party will regroup. This event is only available before Mayvin reveals the Earthen Historia he keeps to the party in Lohgrin.

After defeating Cerberus in Elysia, head to Gramps' House and inspect the bookshelf to discover Gramps' Letter (and Gramps' Pipe, if you gave it back to Gramps earlier).

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Sub-Events

Alisha, the Princess

START

After speaking with Alisha at the Griflet Bridge about the secret ruins in Lakehaven Heights, head to Alisha's House in the Noble's District. She's not around, so leave the Noble's District and listen to the locals gossip about Logos.

In Marlind, track down the informant who wants to trade information for a Peacock Feather. To continue this portion of the sub-event, you must accept. Defeat the optional boss King Peacock in Malory, the Patinal Forest, to obtain the Peacock Feather. The informant will tell you to go to the Vivia Subterranean Aqueduct. There, Alisha confronts Logos whom she thinks is a spy, but instead it turns out that he's working secretly to negotiate between the two kingdoms. Collect the Iris Gem, and then head to Alisha's House to speak with her. You will then earn the fashion attachment Rosy Cheeks.

After obtaining the Spiritual Power of Water, stop by Alisha's House to speak with Alisha. You obtain the attachment Therapy Cat. If you speak with Maltran after this, but before Mayvin reveals the Earthen Historia he keeps to the party in Lohgrin, Maltran will mock the party.

After defeating Symonne's illusions of Sorey and Rose (twice), stop by Alisha's House to watch her learning more about politics. You gain the attachment Round Glasses and you can collect 30000 gald from the treasure chest that appears on the terrace.

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Sub-Events
Siblings

START

After speaking with Alisha at Griflet Bridge and learning about the secret ruins in Lakehaven Heights, head to Rayfalke Spiritcrest. If you attempt to battle Eizen at the top of the mountain, Edna will angrily leave the party and only rejoin after you have escaped from battle. At this point in the game, Eizen is impossible to defeat, so if you really want to complete this portion of the sub-event, just choose to escape as soon as the battle begins.

After defeating Tiamat, rest at any inn and Sorey will gain the resolve needed to defeat Eizen. Head back to Rayfalke Spiritcrest, and Edna and Zaveid will leave the party halfway up the mountain once they realize what they're there to do. Edna will cry and catch up later, while Zaveid goes on ahead of the party to the summit. Once you reach the top, Edna and Zaveid will rejoin the party, and it is now possible to defeat Eizen. Defeating him gives you the Ancient Orb: Kun and Edna will gain a new title. At the top of the mountain, the discovery point Grave Atop the Mountain is now accessible. Check it out before heading down the mountain. Edna thanks Sorey and the rest of the party on the way down, and you gain the attachment Pet Dragon. Rest at any inn to view a skit about Eizen, and then return to the grave at the top of Rayfalke Spiritcrest and check it again. Edna's title rises once more and she gains the mystic arte Shooting Stars.

Eizen (2)	
Level	80
HP	68617
Link	—
Weakness	—
Resistance	

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Sub-Events

The Forton Sisters

START

After obtaining the Spiritual Power of Wind, head to the Great Camelot Bridge where a merchant will tip you off to the location of an Iris Gem in Horsa Village. Head to Abandoned Horsa on the Zaphgott Moor, where you encounter Stheno. Sorey hesitates when she cannot be purified, and the hellion escapes. She leaves behind an Iris Gem. As you leave Horsa, a skit will trigger. Afterwards, you will acquire the fashion attachment Elf Ears.

Stheno /	
Level	56
HP	23269
Link	—
Weakness	—
Resistance	

After Mayvin tells you to collect all of the Iris Gems, head to Abandoned Rodine in Plitzerback Wetland. There, Euryale awaits, and again Sorey hesitates, allowing her to escape. You then earn the fashion attachment Angel Wings.

Euryale /	
Level	57
HP	27767
Link	—
Weakness	—
Resistance	

Head to Pendrago Shrinechurch and check the bookshelves to learn about the Forton sisters.

After defeating Tiamat, return to Glaivend Basin and speak with the guard who has found an unmapped village. Enter the remains of Abandoned Village Forton to take on both Stheno and Euryale at the same time. Defeat and purify them to see the end of the sad Forton sisters' storyline. You will also acquire the fashion attachment Angel Halo.

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Sub-Events

Alternate Ending

Defeat Heldalf before the final battle at any of the following locations to view the alternate ending.

After agreeing to meet Sergei in Pendrago during your first visit to Lastonbell, you can encounter Heldalf in Biroclef Ridge. If you save clear data after the alternate ending, you will return to the Meadow of Triumph, Exit Leading to South Ridge.

After obtaining the Spiritual Power of Fire, you can encounter Heldalf in Cambria Caverns. If you save clear data after the alternate ending, you will return to the Meadow of Triumph, Exit Leading to South Ridge.

After defeating Cardinal Forton, you can encounter Heldalf at Westronbolt Gorge. If you save clear data after the alternate ending, you will return to Pearloats Pasture, Exit Leading to West Gorge.

After obtaining the Spiritual Powers of Fire, Water, and Earth, you can encounter Heldalf on the Great Camelot Bridge. If you save clear data after the alternate ending, you will return to Pearloats Pasture, Exit Leading to Northeast Bridge.

After obtaining the Spiritual Power of Wind, you can encounter Heldalf at Aifread's Hunting Ground. This battle will happen as part of the main storyline, but defeating Heldalf here will trigger the alternate ending instead of the game's true ending. If you save clear data after the alternate ending, you will return to Pearloats Pasture, Exit Leading to Southwest Hunting Grounds.

Mythril

After obtaining the Spiritual Power of Wind, if all Weaponsmith Shops have reached a rank of 2.5 stars or more, Weaponsmith Cerogrin in Lohgrin will give you a Tough Pickaxe and ask you to mine Mythril in Aroundight Forest. Find the mining spot in the northwest part of Aroundight forest, mine some Mythril, and bring it back to Cerogrin. This unlocks mythril equipment for purchase at shops.

Gem Merchant Zod	
Goblin Lord /	
Level	48
HP	10633
Link	—
Weakness	—
Resistance	

After Mayvin asks you to collect all of the Iris Gems, head to Pendrago. In Pendrago's Northern Quarter, a merchant tips you off to the location of Gem Merchant Zod in Westronbolt Gorge. Head there and speak with the poor merchant, who says a creature attacked him and ate the gem. At the star on your map (upper levels of Westronbolt Gorge, south of Malevolent Crucible: Maharaurava), the optional boss Goblin Lord waits. Defeat him to acquire the Iris Gem.

Zaveid	
Legendary Wyvern / /	
Level	55
HP	29030
Link	—
Weakness	—
Resistance	

After defeating Tiamat, head to the Great Camelot Bridge and speak with the seraph there to learn about the Legendary Wyvern. Defeat the hellion in Plitzerback Wetland to earn a new title and Dezel's and Zaveid's costume "Young Dark Wind," as well as a new mystic arte for the Zaveid: Heaven or Hell.

The Lady Of The Lake

After clearing the game, continue playing using clear data and stay at the Shaorune Inn. Sorey and Lailah will talk. In the morning, head to the Ladylake Sanctuary. Lailah will discuss her past, and earn a new title, as well as the mystic arte Primal Embrace.

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Crucibles of Malevolence

Overview

Heldalf has unsealed several Malevolent Crucibles across the continent in order to nurture the growth of strong hellions throughout the land. These arenas attract local hellions and pit them against each other to weed out the weak and leave only the strong. Each of these dark altars can only be entered by a specific party member, alone, or by Sorey or Rose and one accompanying seraph. Examining a Malevolent Crucible will tell you which party member(s) can enter.

These are excellent areas to test your fighting prowess as each of the different playable characters and gain substantial rewards. You can challenge each crucible as many times as you wish, so they are also useful if you need to earn experience.

The final Malevolent Crucible is located on Hexen Isle, so you must complete the main storyline and create game clear save data in order to access all eight. Prove your skills by clearing all eight Crucibles of Malevolence in order to unlock a trophy.

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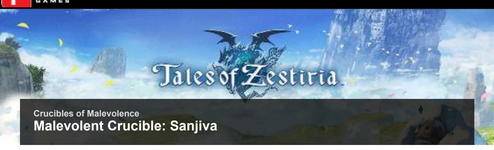


Crucibles of Malevolence

Malevolent Crucible: Sanjiva

MEADOW OF TRIUMPH

SOREY ONLY

	START
Slime x3	
Level	8
HP	223
Weakness	—
Resistance	—

Wolf x2	
Level	7
HP	447
Weakness	—
Resistance	—

Snake x2	
Level	7
HP	395
Weakness	—
Resistance	—

Lamia x2	
Level	12
HP	1050
Weakness	
Resistance	

Treant x1	
Level	20
HP	1975
Weakness	
Resistance	

Harpy x2	
Level	14
HP	1147
Weakness	
Resistance	

Centipede x3	
Level	8
HP	310
Weakness	—
Resistance	—

Snake x3	
Level	7
HP	395
Weakness	—
Resistance	—

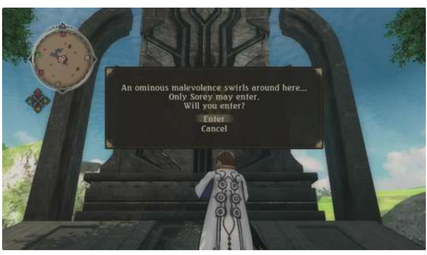
Brutaur x2	
Level	24
HP	2480
Weakness	
Resistance	

Slime x5	
Level	8
HP	223
Weakness	—
Resistance	—

Wolf x4	
Level	7
HP	447
Weakness	—
Resistance	—

Scaled Bird x1	
Level	24
HP	3022
Weakness	
Resistance	

CLEAR



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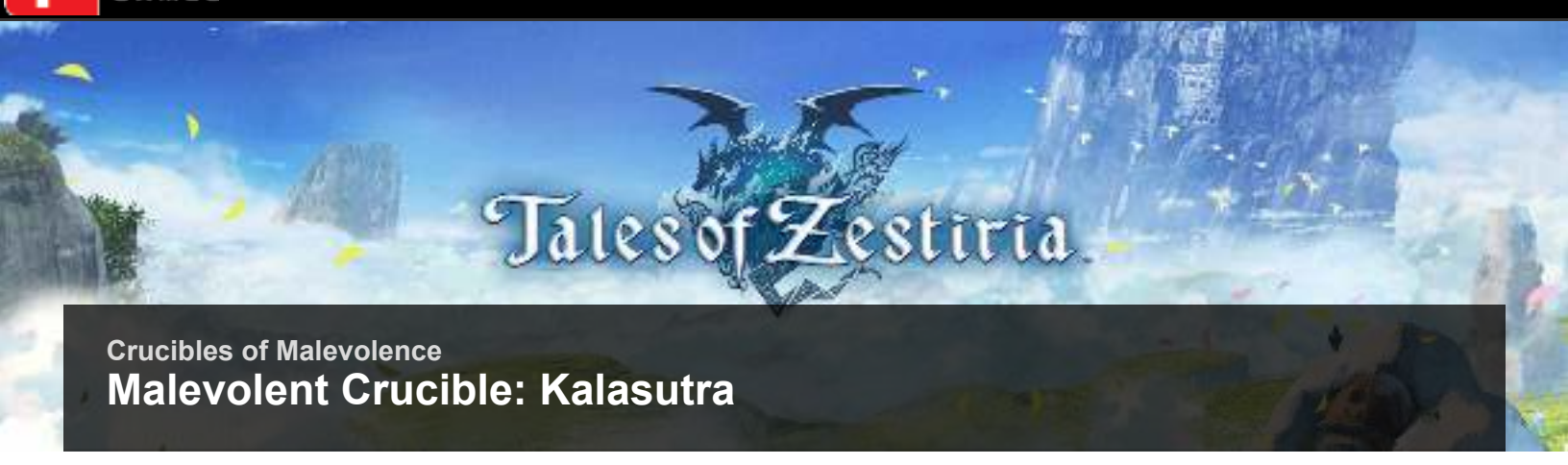


Crucibles of Malevolence

Malevolent Crucible: Kalasutra

PEARLOATS PASTURE

MIKLEO ONLY

	START
Orc Farmer x3	
Level	25
HP	2264
Weakness	
Resistance	

Lizardmen x2	
Level	18
HP	1086
Weakness	
Resistance	—

Serpent x3	
Level	20
HP	1385
Weakness	
Resistance	

Leech x5	
Level	9
HP	317
Weakness	—
Resistance	—

Pixie x2	
Level	15
HP	979
Weakness	
Resistance	

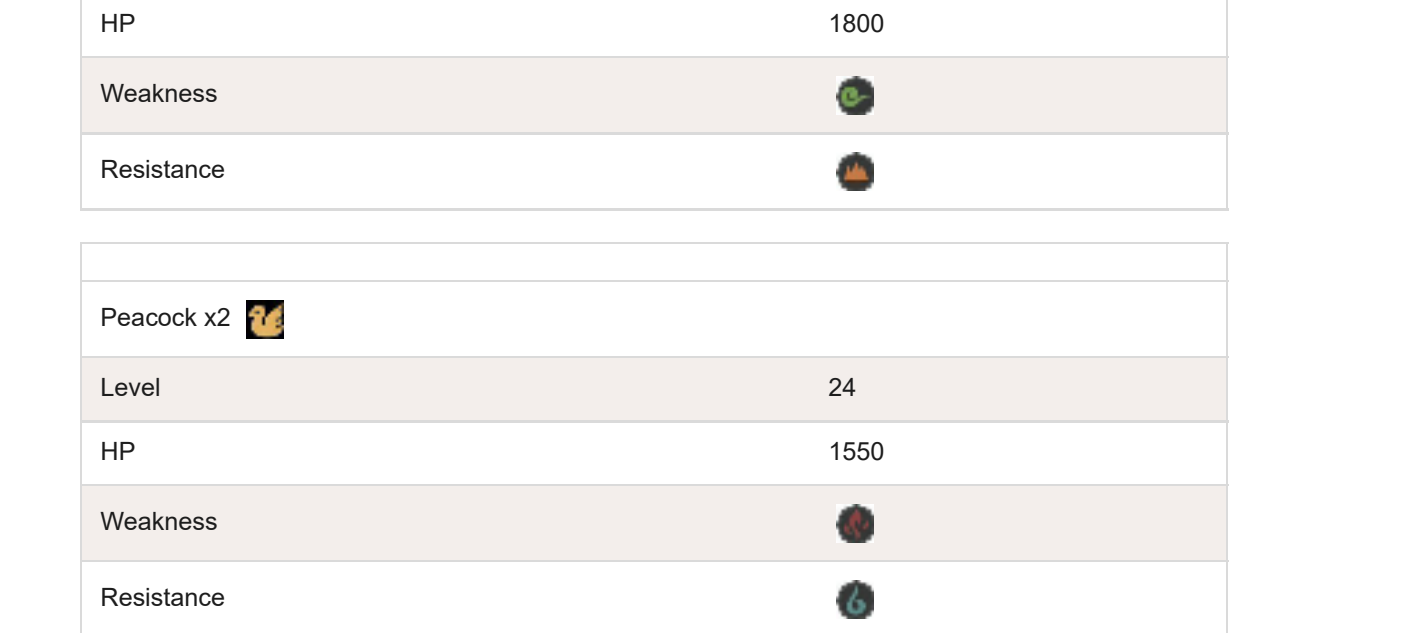
Serpent x2	
Level	20
HP	1385
Weakness	
Resistance	

Skunk x3	
Level	25
HP	1800
Weakness	
Resistance	

Peacock x2	
Level	24
HP	1550
Weakness	
Resistance	

Octopus x3	
Level	10
HP	524
Weakness	
Resistance	—

CLEAR



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Crucibles of Malevolence

Malevolent Crucible: Samghata

BIROCLEF RIDGE

LAILAH ONLY

	START
Scorpion x5	
Level	15
HP	808
Weakness	
Resistance	—

Dusk Bat x2	
Level	24
HP	1033
Weakness	—
Resistance	

Plantus x3	
Level	18
HP	1442
Weakness	—
Resistance	—

Skeleton x4	
Level	27
HP	1421
Weakness	
Resistance	

Armored Centipede x2	
Level	29
HP	1866
Weakness	
Resistance	—

Scorpion x1	
Level	15
HP	808
Weakness	
Resistance	—

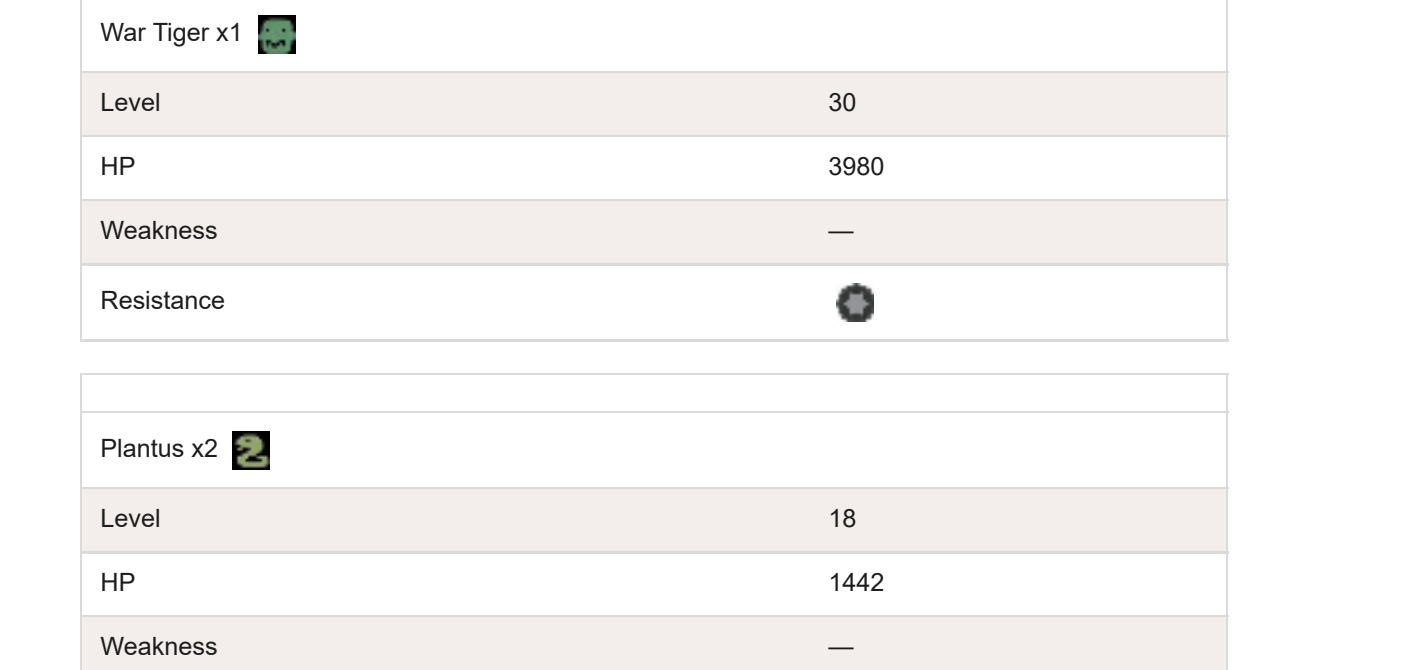
Geo Roller x2 /	
Level	24
HP	1782
Weakness	
Resistance	—

War Tiger x1	
Level	30
HP	3980
Weakness	—
Resistance	

Plantus x2	
Level	18
HP	1442
Weakness	—
Resistance	—

Blazen Wolf x1	
Level	43
HP	2958
Weakness	
Resistance	

CLEAR



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Crucibles of Malevolence

Malevolent Crucible: Raurava

AIFREAD'S HUNTING GROUND

ROSE ONLY

	START
Werewolf x3	
Level	20
HP	2016
Weakness	
Resistance	

Wolf Heddin x3 /	
Level	20
HP	774
Weakness	
Resistance	—

Living Armor x2 /	
Level	33
HP	2868
Weakness	
Resistance	—

Wraith x2 /	
Level	29
HP	1866
Weakness	
Resistance	

Aged Treant x2
Level 26
HP 2788
Weakness —
Resistance

Dumpus x2
Level 35
HP 3721
Weakness
Resistance

Troll x1
Level 30
HP 5027
Weakness
Resistance

Undead Magician x2	
Level	20
HP	1091
Weakness	
Resistance	—

Werewolf x4
Level 20
HP 2016
Weakness
Resistance

Wolf Heddin x4 /	
Level	20
HP	774
Weakness	
Resistance	—

Living Armor x2 /	
Level	33
HP	2868
Weakness	
Resistance	—

Troll x1
Level 30
HP 5027
Weakness
Resistance

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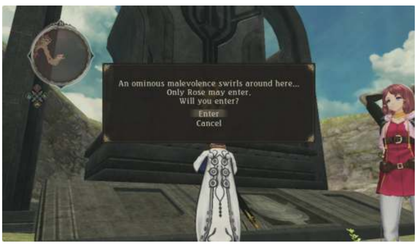

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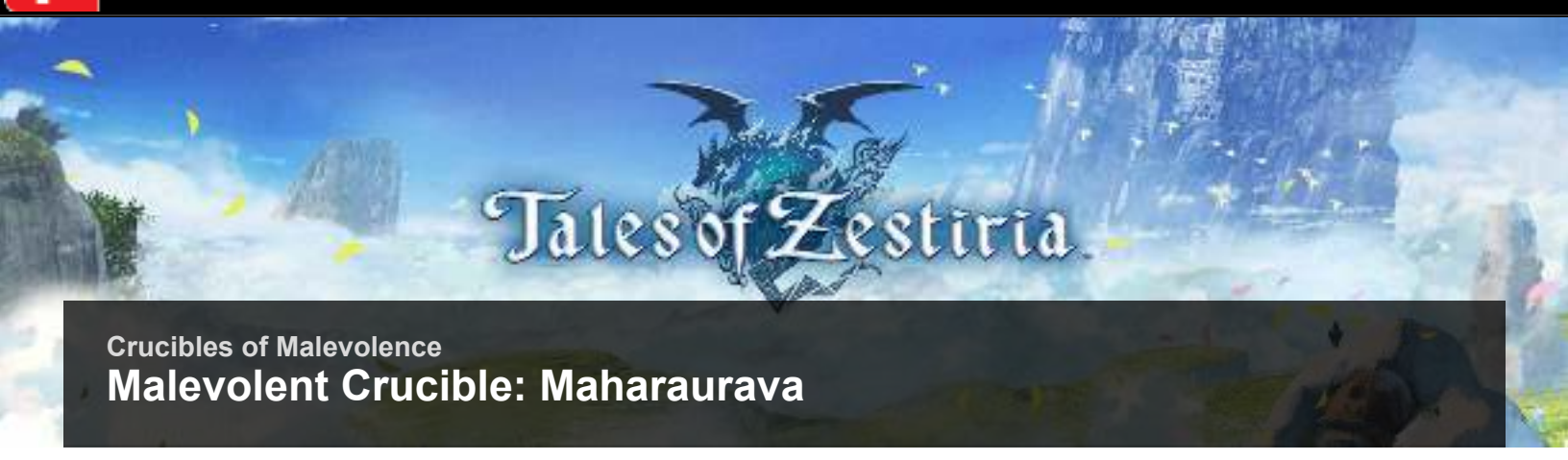

Crucibles of Malevolence

Malevolent Crucible: Maharaurava

WESTRONBOLT GORGE

EDNA ONLY

	START
Orb-weaver x3	
Level	31
HP	2411
Weakness	
Resistance	

Goblin Shooter x4 /	
Level	24
HP	1214
Weakness	
Resistance	—

Mud Slime x4	
Level	36
HP	2837
Weakness	
Resistance	

Leecher Leech x4	
Level	30
HP	1431
Weakness	
Resistance	—

Scorpstar x2	
Level	36
HP	2477
Weakness	
Resistance	

Orc Groomer x1	
Level	35
HP	4094
Weakness	—
Resistance	

Wild Boar x1	
Level	35
HP	4154
Weakness	
Resistance	

Rock Giant x1	
Level	36
HP	5233
Weakness	
Resistance	

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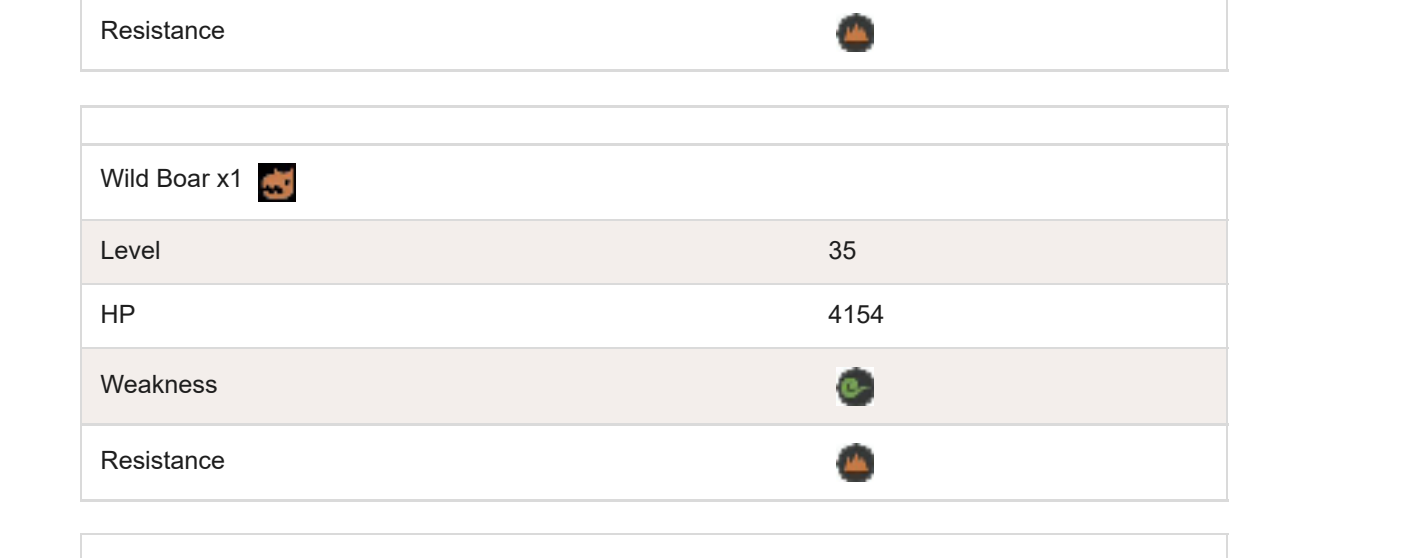

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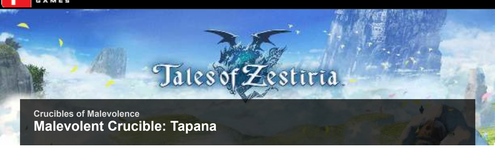

Crucibles of Malevolence

Malevolent Crucible: Tapana

ZAPHGOTT MOOR

SOREY + 1 SERAPH ONLY

	START
Elephant x3	
Level	43
HP	7736
Weakness	
Resistance	

Darken Eye x4	
Level	37
HP	3137
Weakness	
Resistance	

Variant Needler x6	
Level	43
HP	3606
Weakness	
Resistance	

Bladebeak x4	
Level	43
HP	5497
Weakness	
Resistance	

Black Bird x3	
Level	42
HP	4047
Weakness	
Resistance	

Bloodsucker x9	
Level	38
HP	2286
Weakness	
Resistance	

Cyclopz x1	
Level	45
HP	6405
Weakness	—
Resistance	

Lizard Priest x4	
Level	33
HP	2430
Weakness	
Resistance	

Black Bird x2	
Level	42
HP	4047
Weakness	
Resistance	

Elephant x2	
Level	43
HP	7736
Weakness	
Resistance	

Lizard Priest x3	
Level	33
HP	2430
Weakness	
Resistance	

Cyclopz x2	
Level	45
HP	6405
Weakness	—
Resistance	

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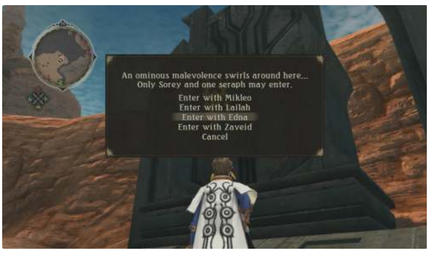

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Crucibles of Malevolence

Malevolent Crucible: Pratapana

PLITZERBACK WETLAND

ROSE + 1 SERAPH ONLY

	START
Devil x2 /	
Level	33
HP	3625
Weakness	
Resistance	

Lycanthrope x5	
Level	90
HP	5759
Weakness	
Resistance	

Saber-toothed Tiger x3	
Level	40
HP	5865
Weakness	
Resistance	

Scylla x3	
Level	37
HP	3877
Weakness	
Resistance	

Hundrepede x5	
Level	37
HP	2622
Weakness	
Resistance	

Duobomb x3	
Level	44
HP	3971
Weakness	
Resistance	

Undead Sorcerer x3	
Level	50
HP	5309
Weakness	
Resistance	

Saber-toothed Tiger x3	
Level	40
HP	5865
Weakness	
Resistance	

Devil x2 /	
Level	33
HP	3625
Weakness	
Resistance	

Hundrepede x5	
Level	37
HP	2622
Weakness	
Resistance	

Stone Colossal x2	
Level	46
HP	7284
Weakness	
Resistance	

Scylla x3	
Level	37
HP	3877
Weakness	
Resistance	

Undead Sorcerer x2	
Level	50
HP	5309
Weakness	
Resistance	

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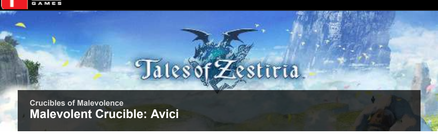

Crucibles of Malevolence

Malevolent Crucible: Avici

HEXEN ISLE

ZAVEID ONLY

START

Succubus x2 /
Level 64
HP 9657
Weakness
Resistance

Hell Lady x2
Level 62
HP 8328
Weakness
Resistance

Arachne x1
Level 62
HP 8181
Weakness
Resistance

Wendy x2
Level 40
HP 4147
Weakness
Resistance

Sylphid x3
Level 42
HP 2962
Weakness
Resistance

Hydra x1 /
Level 59
HP 8793
Weakness
Resistance

Slimeroot x12
Level 54
HP 3431
Weakness —
Resistance

Hell Lady x3
Level 62
HP 8328
Weakness
Resistance

Trilobite x2
Level 70
HP 6842
Weakness —
Resistance

Slimeroot x12
Level 54
HP 3431
Weakness —
Resistance

Succubus x2 /
Level 64
HP 9657
Weakness
Resistance

Hell Lady x1
Level 62
HP 8328
Weakness
Resistance

Arachne x1
Level 62
HP 8181
Weakness
Resistance

CLEAR

Optional Bosses

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Normin
Overview

Find all 49 normin scattered across the continent and then head to an inn to unlock a special sub-event and battle. If you want more insight into Edna's past, or if you're aiming to collect all of the 50 total normin and their skills, clear the intense battle at Igraine, Shrine of the Fire Trial.

BOSS	
Phoenix	
Level	83
HP	14612
Link	—
Weakness	—
Resistance	

Normin Location Chart

NORMIN	LOCATION
Atakk	Dumnonia Museum
Mynd	Falkewin Hillside
Difens	Marlind, the City of the Great Tree
Reziss	Marlind, the City of the Great Tree
Spirri	Bors Ruins
Rangus	Glaivend Basin
Roon	Volgran Forest
Blokk	Volgran Forest
Wresst	Tintagel Ruins
Gillium	Lamorak Cave
Blude	Lastonbell, City of Artisans
Plezur	Lastonbell, City of Artisans
Primor	Meadow of Triumph
Gaine	Meadow of Triumph
Releeph	Malory, the Patinal Forest
Fantum	Pearloats Pasture
Chein	Pearloats Pasture
Mirag	Gaferis Ruins
Gaizer	Pendrago, the Blessed Capital
Justiss	Pendrago, the Blessed Capital
Tempescht	Cambria Caverns
Wundor	Biroclef Ridge
Farrest	Yder Cave
Fethur	Gododdin, the Forgotten Village
Tenshun	Gododdin, the Forgotten Village
Shokk	Igraine, Shrine of the Fire Trial
Flaym	Pendrago Shrinechurch
Sloe	Aifread's Hunting Ground
Poizon	Weylish Ruins
Fatty G	Morgause, Shrine of the Earth Trial
Animili	Lefay, Shrine of the Water Trial
Schel	Westronbolt Gorge
Blarb	Ganglen Ruins
Leglis	Guinevere, Shrine of the Wind Trial
Pinyon	Great Camelot Bridge
Anther	Zaphgott Moor
Plaite	Zaphgott Moor
Litsch	Trizolde Cave
Deemun	Plitzerback Wetland
Lindwer	Lhitwerg Woods
Voyd	Arctus Ruins
Faira	Lohgrin, the Tower Remains
Urth	Lohgrin, the Tower Remains
Acqua	Remains of Merchior
Windur	Rayfalke Spiritcrest
Pennetrayt	Aroundight Forest
Sheeld	Depths of Mt. Mabinogio Ruins
Priventi	Camlann, the Origin Village
Invalada	Artorius' Throne
Phoenix	Igraine, Shrine of the Fire Trial

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Optional Content

Optional Bosses

Ammit

Location: Artorius' Throne

LEVEL	80	ATK	3564		—	ATTACK TYPE	—	EXP	7076
HP	57181	ARTE ATK	1571		—	POWER LINK	—	GALD	40167
WEIGHT CATEGORY	6	DEF	768		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Mangled Umbrella
STAGGER RECOVERY RATE	85%	ARTE DEF	1772		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.7	FOCUS	3347		Weakness				

Angel

Location: Mt. Mabinogio Ruins

LEVEL	69	ATK	14600		Weakness	ATTACK TYPE	—	EXP	5606
HP	44907	ARTE ATK	7373		Resistance	POWER LINK	—	GALD	24509
WEIGHT CATEGORY	4	DEF	457		Resistance	SPECIAL ABILITY	60% chance of reflecting non-elemental damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-85%	ARTE DEF	751		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x6.39	FOCUS	4028		Resistance				

Bat Baron

Location: Lamorak Cave

LEVEL	40	ATK	3196		Resistance	ATTACK TYPE	—	EXP	2633
HP	9425	ARTE ATK	3565		—	POWER LINK	—	GALD	2868
WEIGHT CATEGORY	2	DEF	493		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	288		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.51	FOCUS	1134		—				

Boss Troll

Location: Ganglen Ruins

LEVEL	49	ATK	9795		Resistance	ATTACK TYPE	—	EXP	3605
HP	27942	ARTE ATK	1871		Resistance	POWER LINK	—	GALD	5966
WEIGHT CATEGORY	6	DEF	273		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	377		—				
CHANCE OF INFLICTING STATUS EFFECT	x8.69	FOCUS	1349		Resistance				

Behemoth

Location: Meadow of Triumph

LEVEL	34	ATK	4368		Resistance	ATTACK TYPE	—	EXP	2779
HP	15620	ARTE ATK	1489		—	POWER LINK	—	GALD	2316
WEIGHT CATEGORY	5	DEF	285		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	337		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x5.36	FOCUS	1116		Resistance				

Bison Heddin

Location: Morgause, Shrine of the Earth Trial

LEVEL	47	ATK	7525		Resistance	ATTACK TYPE	—	EXP	3354
HP	11273	ARTE ATK	3689		Resistance	POWER LINK	—	GALD	3624
WEIGHT CATEGORY	4	DEF	357		—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	411		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×6.98	FOCUS	1580		Weakness				

Breed Wolf

Location: Meadow of Triumph

LEVEL	32	ATK	3017		Resistance	ATTACK TYPE	—	EXP	2747
HP	12763	ARTE ATK	1367		Resistance	POWER LINK	—	GALD	2167
WEIGHT CATEGORY	4	DEF	349		—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	369		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x4.15	FOCUS	1571		Resistance				

Beast Master

Location: Pendrago, the Blessed Capital

LEVEL	40	ATK	3065		—	ATTACK TYPE	—	EXP	3173
HP	19217	ARTE ATK	1641		Resistance	POWER LINK	—	GALD	3449
WEIGHT CATEGORY	4	DEF	670		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	389		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.03	FOCUS	1604		Resistance				

Catoblepas

Location: Artorius' Throne

LEVEL	80	ATK	2126		Resistance	ATTACK TYPE	—	EXP	5355
HP	36457	ARTE ATK	2398		—	POWER LINK	—	GALD	22479
WEIGHT CATEGORY	3	DEF	940		Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Imbued Orb /Decayed Paper
STAGGER RECOVERY RATE	-85%	ARTE DEF	1436		Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×2.18	FOCUS	1913		—				

Dangeroma

Location: Pearloats Pasture

LEVEL	35	ATK	3548		Resistance	ATTACK TYPE	—	EXP	2730
HP	14540	ARTE ATK	3107		Weakness	POWER LINK	—	GALD	2382
WEIGHT CATEGORY	3	DEF	261		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	360		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.23	FOCUS	1440		—				

Demon Rodler

Location: Aroundight Forest (2)

LEVEL	67	ATK	6583		Resistance	ATTACK TYPE	—	EXP	4374
HP	17103	ARTE ATK	4874		Resistance	POWER LINK	—	GALD	12778
WEIGHT CATEGORY	2	DEF	354		Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	791		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.92	FOCUS	2138		Resistance				

Dinosaur

Location: Artorius' Throne

LEVEL	80	ATK	2633		—	ATTACK TYPE	—	EXP	6630
HP	66469	ARTE ATK	1013		Resistance	POWER LINK	—	GALD	36113
WEIGHT CATEGORY	7	DEF	533		Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Decrepit Staff
STAGGER RECOVERY RATE	-85%	ARTE DEF	1759		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.05	FOCUS	2805		—				

Dirt Leech

Location: Yder Cave

LEVEL	36	ATK	1329		Resistance	ATTACK TYPE	—	EXP	2645
HP	10376	ARTE ATK	886		Weakness	POWER LINK	—	GALD	2459
WEIGHT CATEGORY	1	DEF	536		Resistance	SPECIAL ABILITY	Damage greater than 1000 is halved	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	840		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.08	FOCUS	1753		Resistance				

Dragon Warlock

Location: Glaivend Basin

LEVEL	62	ATK	10726		—	ATTACK TYPE	—	EXP	3668
HP	36361	ARTE ATK	4915		Resistance	POWER LINK	—	GALD	10588
WEIGHT CATEGORY	4	DEF	702		Resistance	SPECIAL ABILITY	All SC consumption is halved	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-85%	ARTE DEF	396		—				
CHANCE OF INFLICTING STATUS EFFECT	×6.62	FOCUS	2316		Resistance				

Dryad

Location: Volgran Forest

LEVEL	40	ATK	967		Weakness	ATTACK TYPE	—	EXP	3308
HP	18275	ARTE ATK	1633		—	POWER LINK	—	GALD	3412
WEIGHT CATEGORY	5	DEF	490		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	661		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.53	FOCUS	949		Resistance				

Duhvision

Location: Weylish Ruins

LEVEL	45	ATK	4262		Resistance	ATTACK TYPE	—	EXP	3038
HP	19401	ARTE ATK	3655		Resistance	POWER LINK	—	GALD	4182
WEIGHT CATEGORY	4	DEF	369		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	465		—				
CHANCE OF INFLICTING STATUS EFFECT	×4.14	FOCUS	1290		—				

Eizen (2)

Location: Rayfalke Spiritcrest

LEVEL	80	ATK	2413		Resistance	ATTACK TYPE	—	EXP	7076
HP	68617	ARTE ATK	1251		Resistance	POWER LINK	—	GALD	40167
WEIGHT CATEGORY	7	DEF	472		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Ancient Orb: Kun
STAGGER RECOVERY RATE	-80%	ARTE DEF	1902		—				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	3723		—				

Goblin Lord

Location: Westronbolt Gorge

LEVEL	48	ATK	1285		Resistance	ATTACK TYPE	—	EXP	2902
HP	10633	ARTE ATK	944		Resistance	POWER LINK	—	GALD	4243
WEIGHT CATEGORY	4	DEF	947		—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	536		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.68	FOCUS	2035		—				

Harpy Go Lucky

Location: Guinevere, Shrine of the Wind Trial

LEVEL	50	ATK	6675		Resistance	ATTACK TYPE	—	EXP	4084
HP	29382	ARTE ATK	3865		Resistance	POWER LINK	Wendy (+50%)	GALD	6996
WEIGHT CATEGORY	3	DEF	342		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	440		—				
CHANCE OF INFLICTING STATUS EFFECT	×5.49	FOCUS	2210		Resistance				

Hecatoncheire

Location: Camlann, the Origin Village

LEVEL	80	ATK	3792		Weakness	ATTACK TYPE	—	EXP	5738
HP	50071	ARTE ATK	2010		Resistance	POWER LINK	—	GALD	33902
WEIGHT CATEGORY	6	DEF	658		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Ragged Dagger
STAGGER RECOVERY RATE	-85%	ARTE DEF	1315		—				
CHANCE OF INFLICTING STATUS EFFECT	x2.8	FOCUS	3828		Resistance				

Hippogriff

Location: Artorius' Throne

LEVEL	80	ATK	4171		—	ATTACK TYPE	—	EXP	7076
HP	57181	ARTE ATK	2604		Weakness	POWER LINK	—	GALD	40167
WEIGHT CATEGORY	5	DEF	997		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Worn Out Pendulum
STAGGER RECOVERY RATE	-85%	ARTE DEF	983		—				
CHANCE OF INFLICTING STATUS EFFECT	x3.85	FOCUS	4315		Resistance				

Horus

Location: Falkewin Hillside

LEVEL	24	ATK	2043		—	ATTACK TYPE	—	EXP	2045
HP	9093	ARTE ATK	2434		Resistance	POWER LINK	—	GALD	1223
WEIGHT CATEGORY	3	DEF	256		—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	225		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.33	FOCUS	688		Weakness				

Hyphant

Location: Zaphgott Moor

LEVEL	53	ATK	10182		—	ATTACK TYPE	—	EXP	5177
HP	37796	ARTE ATK	3175		Resistance	POWER LINK	—	GALD	10047
WEIGHT CATEGORY	5	DEF	434		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	−65%	ARTE DEF	296		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×7.47	FOCUS	1723		—				

King Peacock

Location: Malory, the Patinal Forest

LEVEL	34	ATK	3404		Resistance	ATTACK TYPE	—	EXP	2633
HP	13127	ARTE ATK	2067		—	POWER LINK	—	GALD	2045
WEIGHT CATEGORY	3	DEF	386		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb /Peacock Feather
STAGGER RECOVERY RATE	-45%	ARTE DEF	277		—				
CHANCE OF INFLICTING STATUS EFFECT	×4.41	FOCUS	1200		Resistance				

Kraken

Location: Great Camelot Bridge

LEVEL	48	ATK	1826		Resistance	ATTACK TYPE	—	EXP	3416
HP	13684	ARTE ATK	1420		Weakness	POWER LINK	Octopus (+20%)	GALD	5411
WEIGHT CATEGORY	6	DEF	729		Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	435		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.14	FOCUS	1662		Resistance				

Legendary Wyvern

Location: Plitzerback Wetland

LEVEL	55	ATK	5535		—	ATTACK TYPE	—	EXP	5265
HP	29030	ARTE ATK	3363		Resistance	POWER LINK	—	GALD	11170
WEIGHT CATEGORY	6	DEF	703		Resistance	SPECIAL ABILITY	35% chance of wind element damage being reduced to 1	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	618		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×5.2	FOCUS	3690		—				

Maneater

Location: Remains of Merchior

LEVEL	64	ATK	8933		Resistance	ATTACK TYPE	—	EXP	4709
HP	39053	ARTE ATK	4147		Resistance	POWER LINK	—	GALD	16266
WEIGHT CATEGORY	3	DEF	467		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anamolous Orb
STAGGER RECOVERY RATE	-75%%	ARTE DEF	727		—				
CHANCE OF INFLICTING STATUS EFFECT	×6.26	FOCUS	2674		Resistance				

Managarmr

Location: Lakehaven Heights

LEVEL	19	ATK	3268		—	ATTACK TYPE	—	EXP	1962
HP	9916	ARTE ATK	788		Resistance	POWER LINK	—	GALD	986
WEIGHT CATEGORY	4	DEF	386		Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	146		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×6.57	FOCUS	698		Resistance				

Millionpede

Location: Biroclef Ridge

LEVEL	40	ATK	4805		Resistance	ATTACK TYPE	—	EXP	3375
HP	18641	ARTE ATK	1803		Resistance	POWER LINK	—	GALD	3594
WEIGHT CATEGORY	4	DEF	662		—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	254		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×5	FOCUS	1806		Weakness				

Naught

Location: Arctus Ruins

LEVEL	56	ATK	7813		Resistance	ATTACK TYPE	—	EXP	4072
HP	16405	ARTE ATK	3929		—	POWER LINK	—	GALD	6735
WEIGHT CATEGORY	3	DEF	400		—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	501		—				
CHANCE OF INFLICTING STATUS EFFECT	×6.35	FOCUS	2086		—				

Nine-Headed Serpent

Location: Cambria Caverns

LEVEL	44	ATK	3941		Resistance	ATTACK TYPE	—	EXP	3528
HP	19732	ARTE ATK	5837		—	POWER LINK	—	GALD	4530
WEIGHT CATEGORY	5	DEF	389		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	502		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.92	FOCUS	1852		—				

Odin

Location: Camlann, the Origin Village

LEVEL	80	ATK	4537		Weakness	ATTACK TYPE	—	EXP	4654
HP	39180	ARTE ATK	2294		Resistance	POWER LINK	—	GALD	25427
WEIGHT CATEGORY	6	DEF	1244		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Languid Sword
STAGGER RECOVERY RATE	-85%	ARTE DEF	788		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	2984		—				

Orc Kong

Location: Dumnonia Museum

LEVEL	65	ATK	6735		Resistance	ATTACK TYPE	—	EXP	5040
HP	32531	ARTE ATK	2881		Resistance	POWER LINK	—	GALD	18118
WEIGHT CATEGORY	4	DEF	533		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	637		—				
CHANCE OF INFLICTING STATUS EFFECT	x4.15	FOCUS	2520		Weakness				

Phantom

Location: Lakehaven Heights

LEVEL	25	ATK	1048		Resistance	ATTACK TYPE	—	EXP	672
HP	3191	ARTE ATK	1272		Resistance	POWER LINK	—	GALD	610
WEIGHT CATEGORY	3	DEF	365		—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	410		—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	889		Weakness				

Pill Bug

Location: Trizolde Cave

LEVEL	54	ATK	5203		—	ATTACK TYPE	—	EXP	3230
HP	21565	ARTE ATK	4121		Resistance	POWER LINK	—	GALD	6550
WEIGHT CATEGORY	3	DEF	1009		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	381		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.74	FOCUS	1704		Weakness				

Serket

Location: Gaferis Ruins

LEVEL	36	ATK	4043		Weakness	ATTACK TYPE	—	EXP	2583
HP	12969	ARTE ATK	2945		Resistance	POWER LINK	—	GALD	2347
WEIGHT CATEGORY	4	DEF	511		Weakness	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	371		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.56	FOCUS	1449		Resistance				

Spider Queen

Location: Aifread's Hunting Ground

LEVEL	45	ATK	3287		Resistance	ATTACK TYPE	—	EXP	2738
HP	16416	ARTE ATK	3363		—	POWER LINK	—	GALD	3627
WEIGHT CATEGORY	4	DEF	788		Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-55%	ARTE DEF	296		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x3.38	FOCUS	1050		—				

Trickstar

Location: Lefay, Shrine of the Water Trial

LEVEL	47	ATK	4129		Resistance	ATTACK TYPE	—	EXP	3510
HP	21220	ARTE ATK	5744		Resistance	POWER LINK	—	GALD	5178
WEIGHT CATEGORY	2	DEF	342		—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	407		Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.83	FOCUS	1615		Resistance				

Titan

Location: Lhitwerg Woods

LEVEL	55	ATK	2377		—	ATTACK TYPE	—	EXP	3195
HP	15456	ARTE ATK	1606		Resistance	POWER LINK	—	GALD	6508
WEIGHT CATEGORY	6	DEF	806		Resistance	SPECIAL ABILITY	Damage less than 40 will not stagger	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-80%	ARTE DEF	554		—				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	1215		Resistance				

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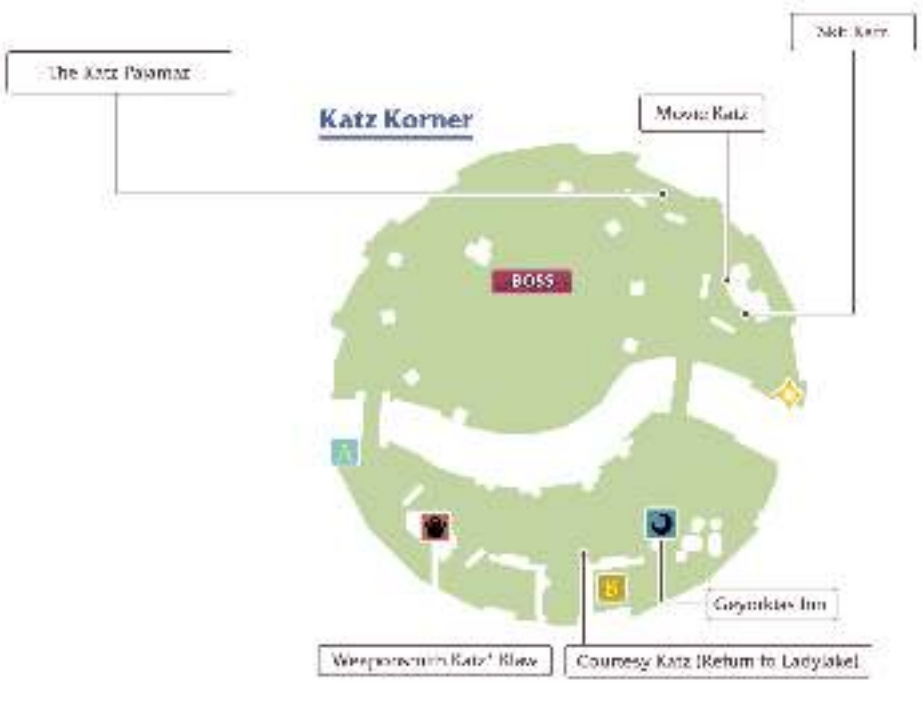
Katz Korner
Overview

Katz Korner



ITEM LIST	
A	Red Chamomile
B	Kitty Cap

Rescue the Katz being tormented between Alisha's home and Rountabel Palace within Ladylake's Noble's District, and then show it Gramps' Pipe in order to enter Katz Korner. It's a good idea to save before entering in case you accidentally trigger the boss battle before you're ready to clear it. In Katz Korner, approaching the two Turtlez in the central area will trigger a cutscene that forces you into battle with the Dark Turtlez. Speak with Skit Katz in order to view skits you've already seen, or pay to unlock any skits you missed. Similarly, Movie Katz will let you re-watch key events of your game thus far. For more details on how to unlock Katz Korner, check out Sub-Event "Turtlez."

BOSS	
Dark Turtlez	
Level	99
HP	888888
Link	—
Weakness	—
Resistance	—

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Hexen Isle
Overview

ITEMS

A	Red Rosemary
B	Red Sage
C	Red Lavender
D	Red Verbena
E	Red Saffron

ENEMIES

Wood Chopper	
Level	70
HP	11852
Link	—
Weakness	
Resistance	

Trilobite	
Level	70
HP	6842
Link	—
Weakness	—
Resistance	

Bird-of-Paradise	
Level	70
HP	8797
Link	—
Weakness	—
Resistance	

Caterpillar Fungus	
Level	99
HP	10996
Link	—
Weakness	—
Resistance	

BOSS

Dragon Zombie	
Level	145
HP	200000
Link	—
Weakness	
Resistance	—

With all the Calix's cleared, there is only one force of evil left on Hexen Isle: Dragon Zombie, who also happens to be one of the most powerful enemies in the game. In the center of the island you probably found the Discovery Point 'Full Dragon Skeleton' - if you approach it now, you'll discover that the skeleton is very much alive and ready to take you down. Luckily Dragon Zombie has no resistances, is weak to Non-Elemental artes, and has low Defense, making this fight Sorey's and Rose's time to shine. However, Dragon Zombie has many tricks up its sleeve, so don't let your guard down. The main problem with Dragon Zombie is its longevity – with an HP of 200,000 and a ridiculously high Focus, Dragon Zombie can keep on fighting and laying down its artes for a long time. Since it's an Undead hellion, it will gradually recover a portion of its health unless you can keep it afflicted with status effects. More than ever, keep an eye on your seraphim's health and switch them out accordingly so they can heal outside of battle: you'll need their support over the long term.

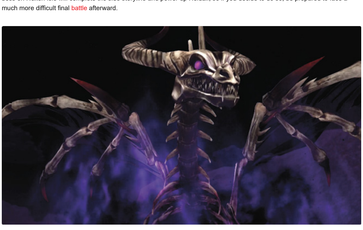
With its low defense and arsenal of hidden and seraphic artes, correctly timed uses of Non-Elemental martial and hidden artes will be the key to bringing Dragon Zombie down. Dragon Zombie's hidden artes can knock you into the air and take down a chunk of your HP, but many of these attacks can be avoided by sticking to his side and guarding - almost all of its artes have slow, obvious animation charges, so watch out for them so you can guard or dodge out of the way. Luckily, with a healthy combination of martial and hidden Non-Elemental artes, the chance of Dragon Zombie being inflicted with stun or down is fairly high, so keep up the offense when he's open to attacks.

You might be tempted to go all out when Dragon Zombie's health is low, but this is actually when you should be the most cautious. As its health depletes, its more powerful artes awaken. Once its health is half gone, Dragon Zombie will start to use the hidden arte 'Cursed Breath' which can inflict Curse, a very nasty status effect - luckily, it takes a while for this arte to charge, so as soon as you see it trigger get behind or to the side of the dragon. At even lower health, Dragon Zombie will also use 'Aura', which releases powerful orbs of darkness that can cause massive damage and is likely inflict Paralysis. Dragon Zombie will also take a page from Jade's book by using the seraphic arte 'Meteor Storm'. For 'Aura', dodge out of the way or hang back when it triggers; for 'Meteor Storm', break it if you can, otherwise, run.

Defeating Dragon Zombie effectively purifies Hexen Isle and awards you Zaveid's Alternative Outfit: 'Wind Hunter: Alt. Color', but also powers up Heldalf by nearly doubling his level and stats. But after clearing all the Calix's and defeating Dragon Zombie, you should be more than ready for a more challenging fight.

After completing the main storyline for the first time, you are given the option to create a New Game + save file. To access the post-game content immediately, make a save file when prompted, andthen load the new save file. This will take you back to the final save point before you confront Heldalf at Artorius' Throne. When playing with New Game + data, a new warp point will be available in front of the building where Heldalf is waiting. Warp to Hexen Isle to reach the final monolith, discovery point, Lord of the Land, and malevolent crucible.

Clearing all of the dungeons here, each of which holds a boss and valuable equipment, will allow you to progress through a side storyline involving some familiar Tales of characters. Doing so will unlock a very challenging boss battle. Defeating the boss on Hexen Isle will complete the side storyline and power up Heldalf, so if you decide to do so, be prepared to face a much more difficult final battle afterward.



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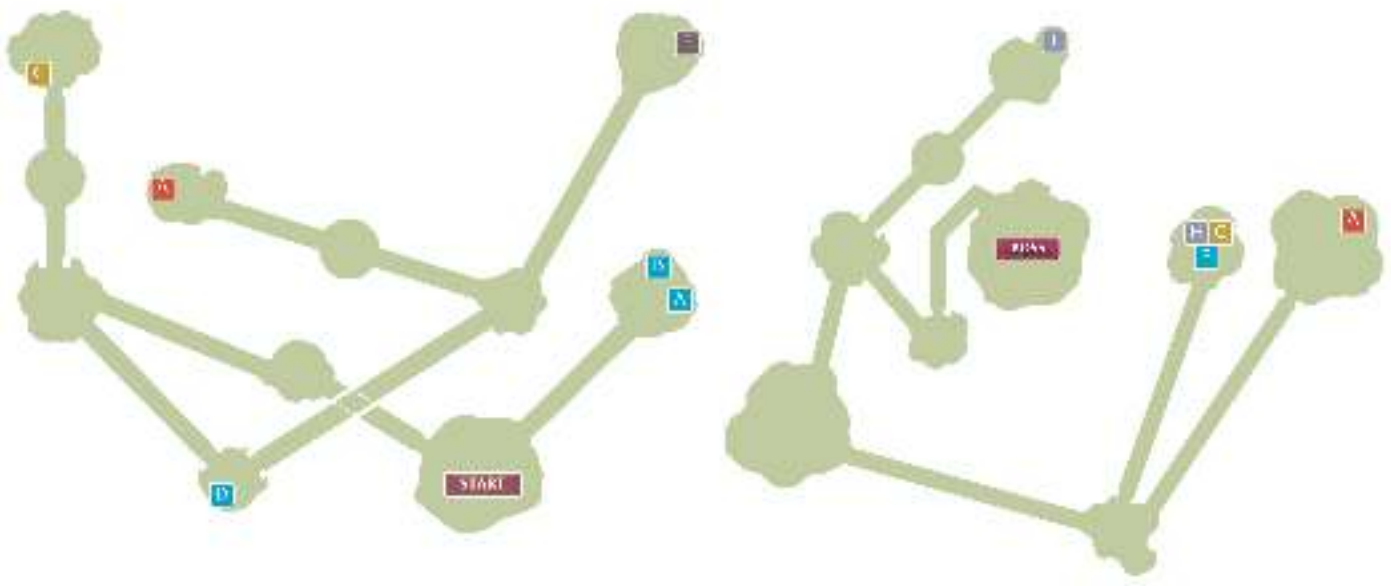
Hexen Isle
Calix I



ITEMS	
A	Red Lavender
B	Strawberry Shortcake
C	Knurled Circlet
D	Red Sage
E	Arcane Bottle
F	Red Verbena
G	Elixir
H	Adamantine Staff
I	Colored Sunglasses

BOSS	
Agni	
Level	93
HP	37761
Link	—
Weakness	
Resistance	

Agni is weak to Water attacks but resistant to Fire, Earth, and Wind. Utilize Mikleo and your water artes to trigger as many Power Combos as you can. Your martial artes are useless if Agni is using one of its hidden artes, so if you're fighting as a human be sure to guard or dodge out of the way, or use some hidden artes of your own – if you're fighting as a seraphim or are armatized, this is a perfect time to charge up a seraphic arte. Martial artes are most useful when Agni is charging the seraphic arte 'Burning Strike', since they break its concentration and leave Agni vulnerable to attacks. As an Undead hellion, Agni can periodically recovery some of its HP during the battle; to counter this, try to keep it afflicted with status effects as often as possible while bringing down as much of its health as you can. Armatizing with Mikleo is extremely useful in this battle as well, as your bow and arrow will easily avoid Agni's close-range attacks while also taking advantage of its weakness to Water.

ENEMIES	
Water Skunk	
Level	75
HP	9000
Link	—
Weakness	—
Resistance	

Solveiger	
Level	75
HP	15545
Link	—
Weakness	
Resistance	

Changeling	
Level	74
HP	9409
Link	—
Weakness	—
Resistance	

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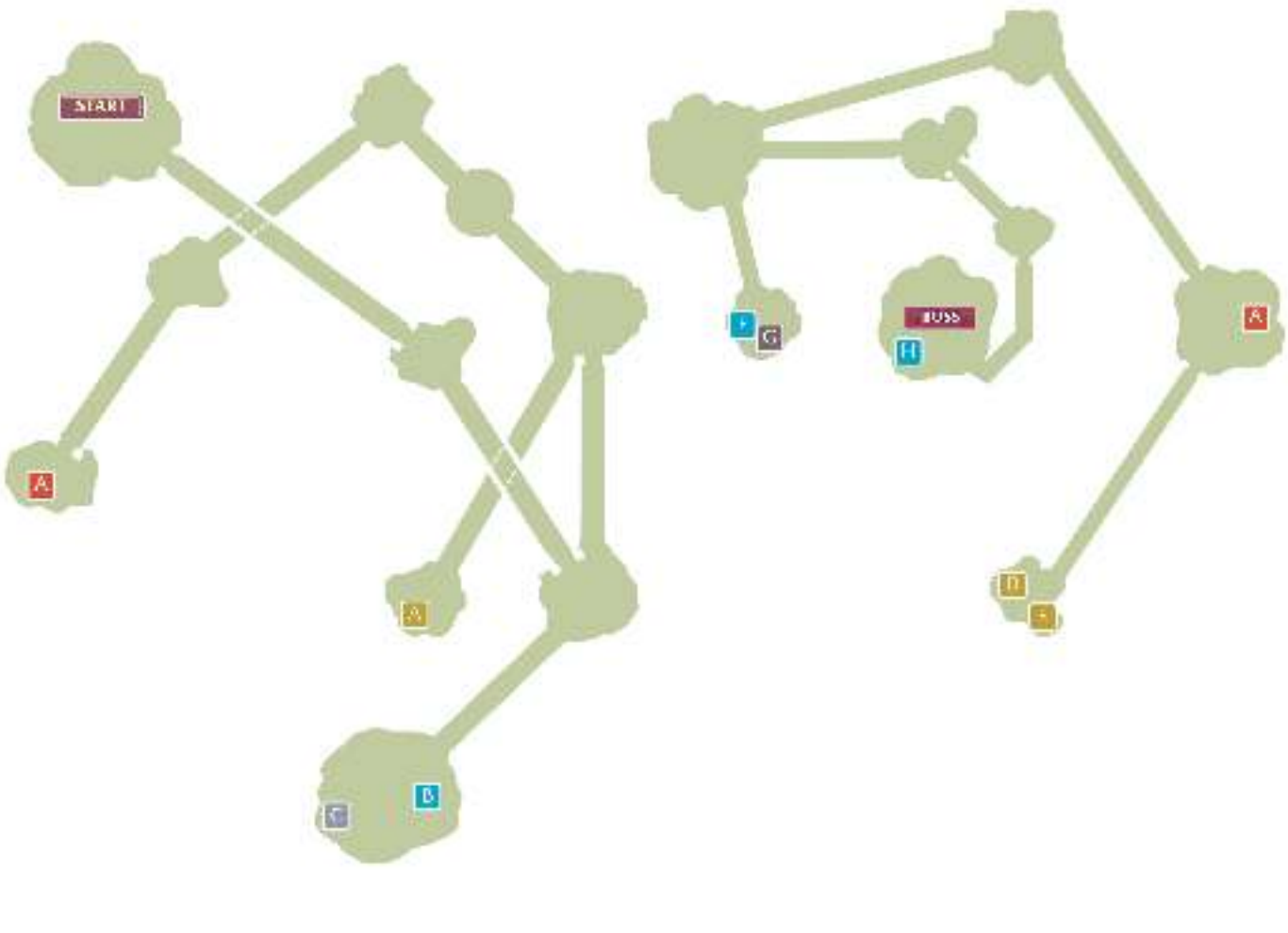
Hexen Isle
Calix II

ITEMS



A	Inflexible Hairband
B	Red Rosemary
C	Elixir
D	Hesitant Shoes
E	Harold Mask
F	Red Chamomile
G	Hourglass
H	Red Saffron

BOSS

Sophie (1)

Level	100
HP	36273
Link	—
Weakness	—
Resistance	

Sophie lacks any elemental weaknesses and is resistant to Fire, Water, and Wind, so focus on using Non-Elemental and Earth artes. In this situation, Edna is a good seraph to keep in battle for as long as possible since her artes won't trigger Sophie's resistance. What Sophie lacks in both Defense and Arte Defense, she more than makes up for in Attack. It is imperative to guard and dodge her attacks to put yourself into a good position to strike when an opening presents itself. You can also use your hidden artes against Sophie's martial or hidden artes; it's more risky, but can also be useful against her. However, keep in mind that Sophie has a special ability that doubles the amount of BG she gains while defending, so hold off your attacks when she's in a guard stance since her Mystic Arte 'Zero Dissolver' is particularly brutal. The key to victory here is to find a balance between attack and defense to prepare for her onslaught of martial and hidden artes, then carefully using your martial, hidden, and seraphic artes in response to the artes she uses.

Defeating Sophie awards you the fashion item 'Pigtails'. Fitting.

ENEMIES

Technician

Level	80
HP	11345
Link	—
Weakness	
Resistance	

Devilfish

Level	80
HP	9076
Link	—
Weakness	
Resistance	

King Cobra

Level	80
HP	9228
Link	—
Weakness	
Resistance	

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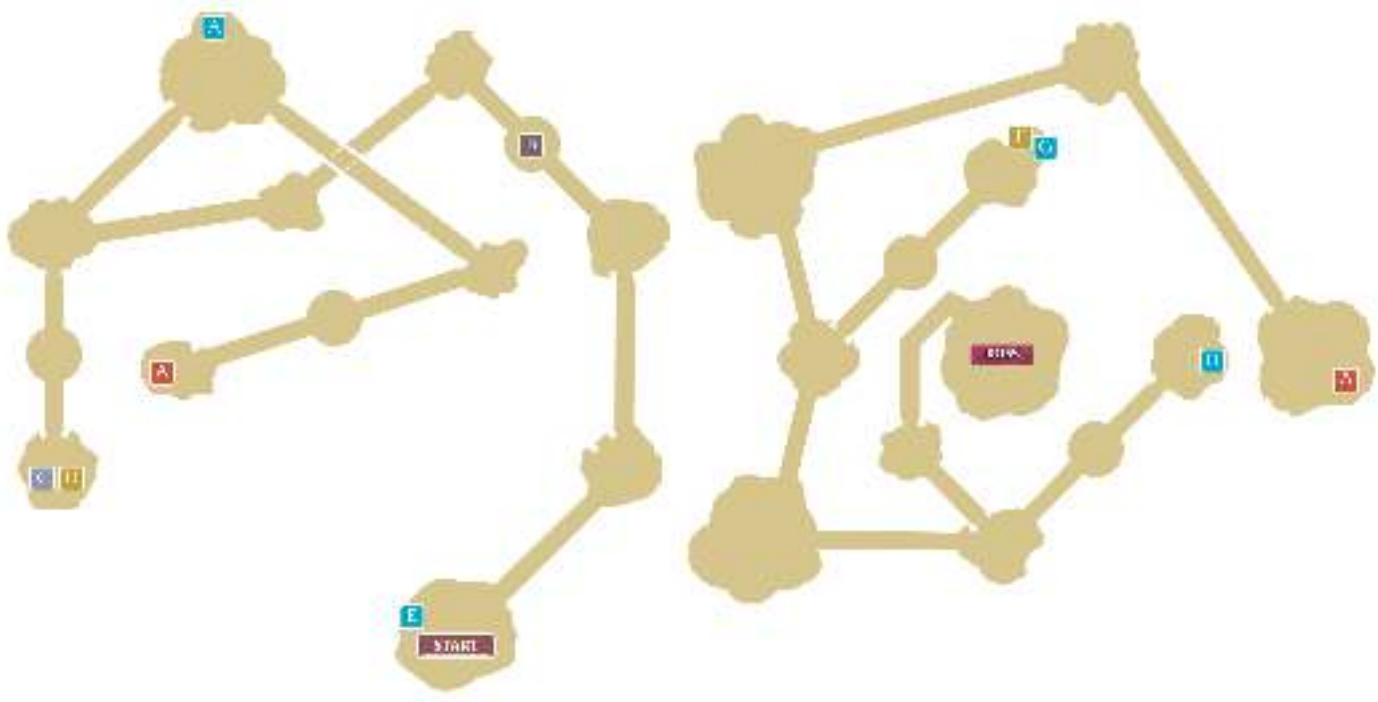
Hexen Isle
Calix III



ITEMS	
A	Red Sage
B	Mystery Mask
C	Adamantine Boots
D	Overwhelmed Tiara
E	Red Lavender
F	Ragnarok
G	Red Verbena
H	Strawberry Tart

BOSS	
Illuyankas /	
Level	105
HP	80014
Link	—
Weakness	—
Resistance	

Illuyankas doesn't have any elemental weaknesses and is resistant to Non-Elemental, Water, and Wind artes, making Edna and Lailah good seraphs to have at the forefront. Illuyankas's special ability lets him recover 50 SC after successfully inflicting a stun - this means that dodging his lightning attacks not only prevents you from taking damage, but also keep Illuyankas from gaining enough SC to immediately attack again.

This dragon has a whole slew of hidden artes - 'Whirlwind', 'Shockwave', 'Lightning Ball', and 'Heavensholt' - but most them only effect the area immediate in front of him. There are two good counters against his hidden artes. The first method is to dodge out of the way, though keep in mind you cannot guard or quick step against hidden artes marked by a "!!" – for these artes either move completely out of the way or perform a well-timed Quick Evade. The second, and arguably more useful, method is to fight fire with fire - either overpower Illuyankas' hidden arte with a hidden arte of your own, or begin a seraphic arte and gain a charge from his hidden artes. This method is riskier, but it's a rewarding tactic if you have the HP to spare. Further, armatization (preferably with Lailah or Edna, keeping in mind his elemental resistances) is more useful than ever with this tactic, since you can easily overtake Illuyankas with your arsenal of hidden and seraphic artes.

ENEMIES	
Immortus	
Level	85
HP	7845
Link	—
Weakness	
Resistance	

Scarlet Needler	
Level	85
HP	9514
Link	—
Weakness	
Resistance	

Lava Atlas	
Level	85
HP	13853
Link	—
Weakness	—
Resistance	

Midgard Serpent	
Level	85
HP	16190
Link	—
Weakness	
Resistance	

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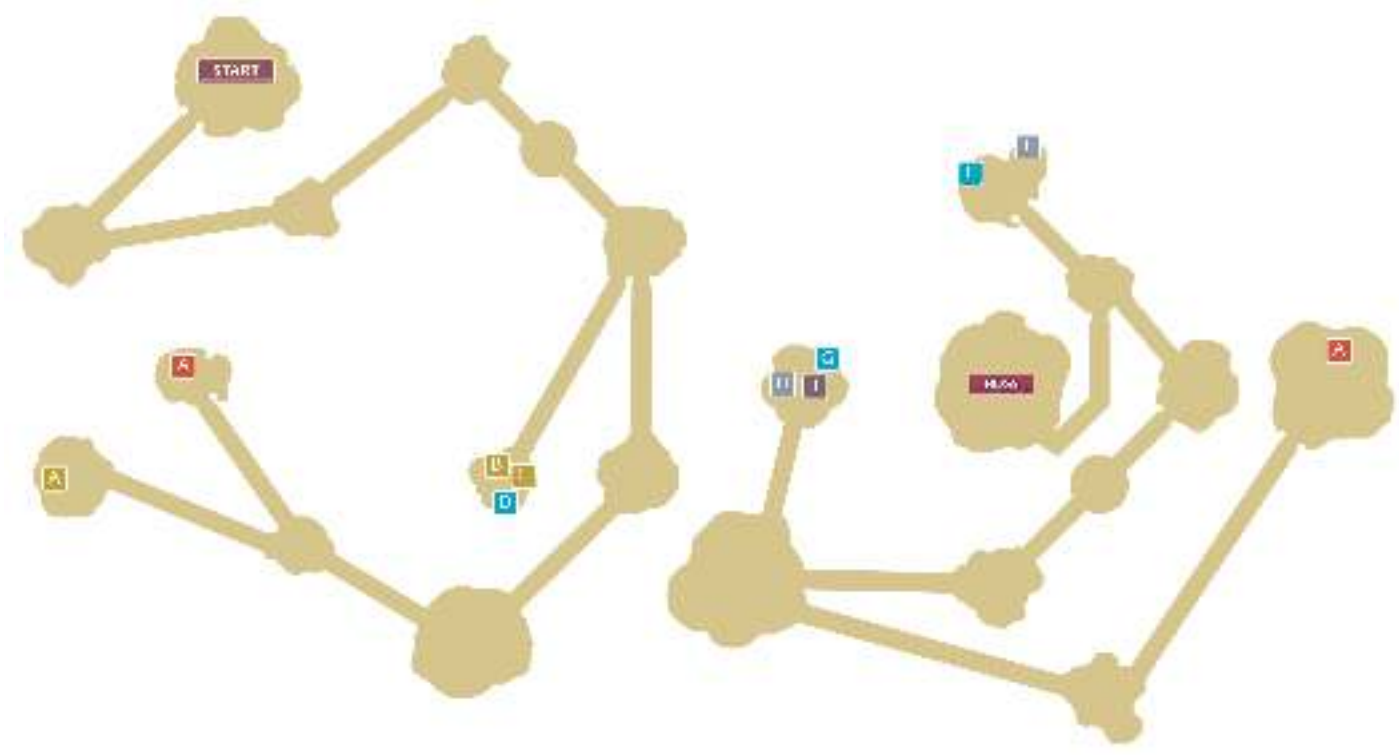
Hexen Isle
Calix IV



ITEMS	
A	Flexuous Hat
B	Elixir
C	Tengu Mask
D	Red Rosemary
E	Squelched Ring
F	Red Chamomile
G	Red Saffron
H	Adamantine Waistcoat
I	All-Divide

BOSS	
Jade (1)	
Level	115
HP	26248
Link	—
Weakness	—
Resistance	

Jade is resistant to Non-Elemental, Earth, and Wind, so bring in Lailah and Mikleo and focus on your own Fire and Water artes, but you're going to need more than that to win this battle. Based on pure stats alone, Jade might seem less intimidating than Illuyankas, but his technique is deadly if you're not careful. Jade is fast and quick on his feet – he will attack your party with quick hidden and seraphic artes and then immediately run across the map to avoid your counter attacks. Your martial artes can disrupt his seraphic artes, but only if you can catch him. Jade's special ability grants him iron stance, which makes his seraphic artes harder than usual to break. If you normally fight in Manual mode, you might want to switch to Semi-Auto for this battle. This way your character automatically moves within striking range, so you only have to focus on attacking.

As with Illuyankas, a good counter to Jade's hidden artes is to break them with some hidden artes of your own, or use a seraphic arte to null the attack. However, later in the battle you might want to focus on dodging them - when he has enough BG charged, Jade tries to end his combos with his 'Mystic Cage' mystic arte. He also starts to use the seraphic arte 'Meteor Shower' around this time – break it with your martial artes if you can, otherwise get ready to run.

Defeating this four-eyed foe grants you the fashion accessory 'Third Eye'.

ENEMIES	
Mist Puppeteer /	
Level	90
HP	10263
Link	—
Weakness	—
Resistance	

Dragoon	
Level	90
HP	11180
Link	—
Weakness	—
Resistance	

Kylvern / /	
Level	90
HP	27857
Link	—
Weakness	—
Resistance	

Almond Jelly	
Level	90
HP	7697
Link	—
Weakness	—
Resistance	

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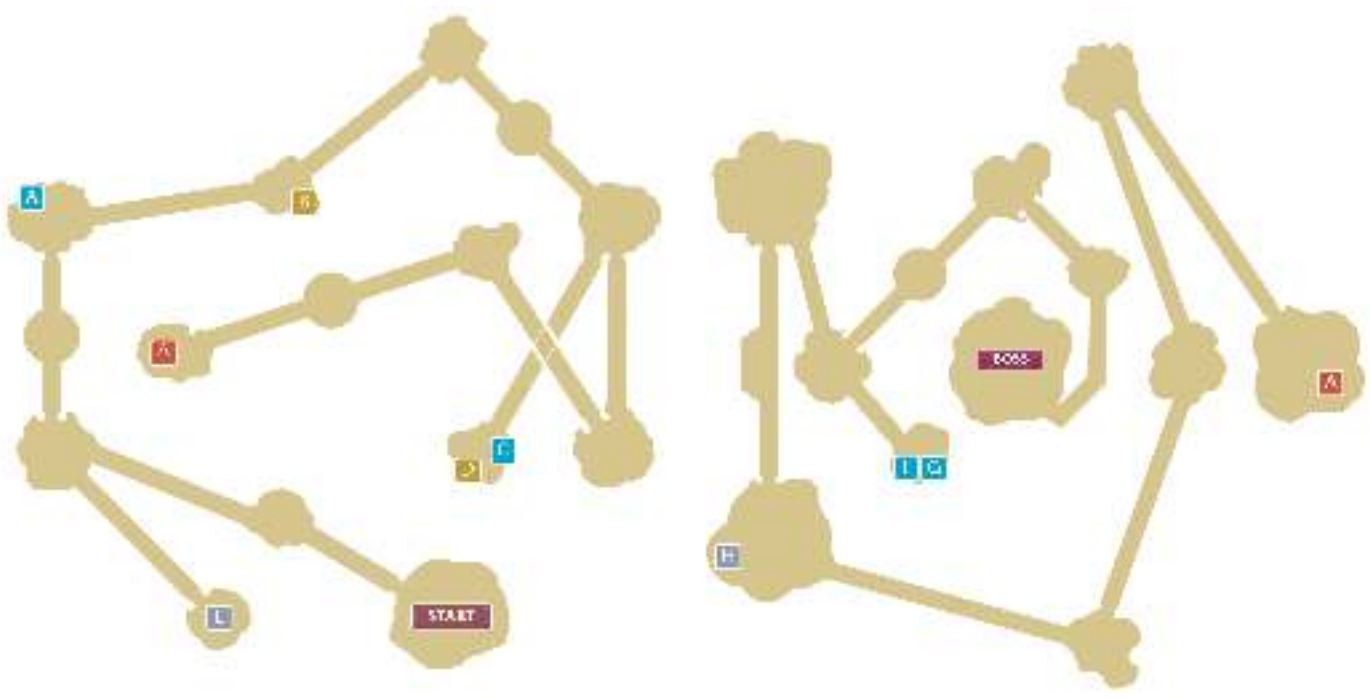
Hexen Isle
Calix V



ITEMS

A	Red Rosemary
B	Glowing Antennae
C	Red Sage
D	Alchemist's Wand
E	Zero Impact Vest
F	Red Verbena
G	Ragged Dagger
H	Elixir

ENEMIES

Orc Gorilla /

Level	95
HP	17231
Link	—
Weakness	
Resistance	

Golden Axer

Level	95
HP	12623
Link	—
Weakness	
Resistance	

Goblin Cannon /

Level	95
HP	10619
Link	—
Weakness	
Resistance	

Bird Head /

Level	95
HP	7614
Link	—
Weakness	
Resistance	

BOSS

Quetzalcoatl /

Level	115
HP	85008
Link	—
Weakness	
Resistance	

Quetzalcoatl is resistant to Non-Elemental, Fire, and Water artes but weak to Earth, so it's Edna's time to shine - bring in Zaveid for good measure, since his attacks won't trigger Quetzalcoatl's resistances. This bird god has a special ability that makes him immune to stagger when he has over 70% of his health, making him particularly dangerous right from the get-go. Even attacking Quetzalcoatl with Earth won't stagger him, so prioritize bringing down his HP quickly while avoiding his attacks. Armatizing with Edna at the start of the battle is a great way to bring him under 70% health since martial artes won't break his seraphic artes, but your hidden artes can still hit through Quetzalcoatl's hidden artes.

Other than that, Quetzalcoatl is not too different from the other bosses - dodge his hidden artes (or break them once he's under 70% health), use martial artes when he's vulnerable, and use seraphic artes to charge from his hidden artes. Quetzalcoatl's icy breath hidden arte can easily be avoided by being directly underneath him, but this leaves you vulnerable to his Earth arte; later on in the fight, fighting underneath Quetzalcoatl also puts you in direct line of sight for his hidden artes "Glider Attack" and "Shadow Eye". "Shadow Eye" is particularly hard to dodge, but at this point he should have less than 70% health, so your best bet is to interrupt it with some hidden artes of your own.

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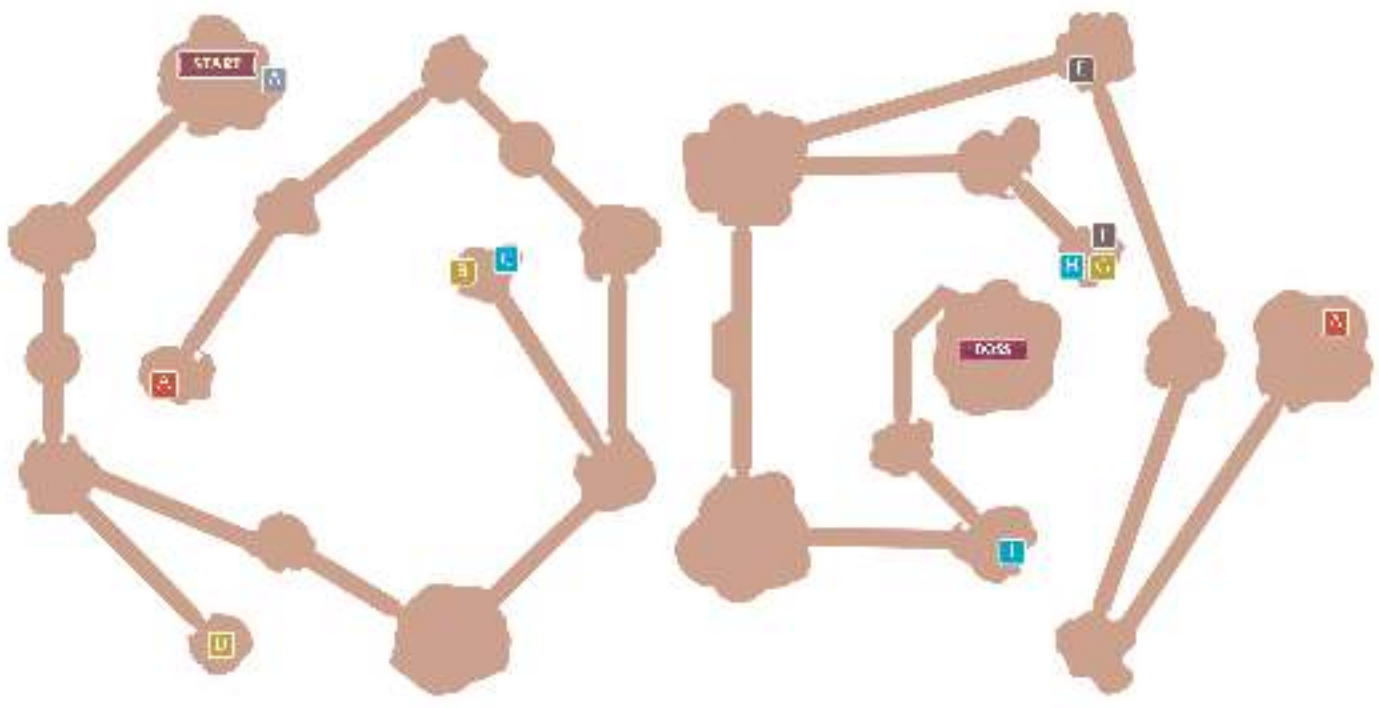
Hexen Isle

Calix VI



ITEMS

A	Elixir
B	Shadow
C	Red Rosemary
D	Flattering Garment
E	Drop Bottle
F	Animalia Ring
G	Squelched Ring
H	Red Chamomile
I	Red Saffron

ENEMIES

Boar Deity	
Level	100
HP	23564
Link	—
Weakness	—
Resistance	

Tarantulizm	
Level	100
HP	14618
Link	—
Weakness	
Resistance	

Femt Leech	
Level	100
HP	8945
Link	—
Weakness	—
Resistance	

Freezillo /	
Level	100
HP	14618
Link	—
Weakness	—
Resistance	

Lycan Coyote	
Level	100
HP	21600
Link	—
Weakness	—
Resistance	

BOSS

Duoblock	
Level	122
HP	88832
Link	—
Weakness	—
Resistance	

Remember Cerberus back in Elysia? Well meet their twin-twin brothers, Duoblock. Duoblock is resistant to Fire, Earth, and Wind, so bring in Mikleo and focus on Non-Elemental and Water artes. Right away, Duoblock attacks with a hidden arte that shoots either a Wind or Earth laser from their mouths; the beam is easy to dodge if you focus on quick martial or hidden artes that leaves you an opportunity to move, but if you get hit there is a high chance of stun. Duoblock‘s special ability allows them to quickly recover half of their SC when their health is low, which they can then use to heal with ‘Regeneration’ or lay down a series powerful hidden artes. Otherwise, this is a fairly straight-forward battle - dodge Duoblock‘s attacks, lay down the hurt, and avoid hitting them with their elemental resistances. You can also try to keep Duoblock afflicted with a status ailment while they are low in health - this prevents them from healing any of their HP at all.

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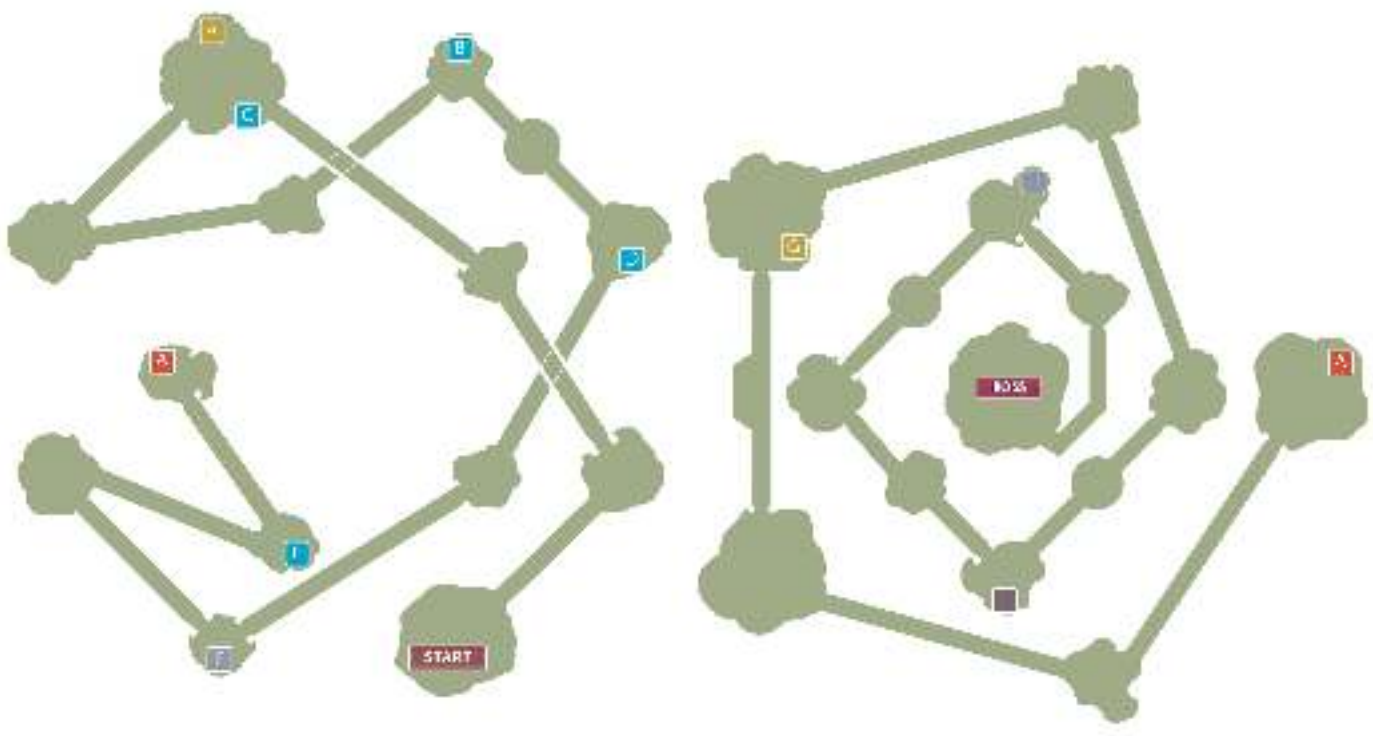
Hexen Isle
Calix VII



ITEMS	
A	Prickly Earrings
B	All-Divide
C	Red Lavender
D	Red Verbena
E	Red Sage
F	Kaiser Crown
G	Verius Tail
H	Disintegrator
I	Ice Pop

ENEMIES	
Soleye	
Level	110
HP	17152
Link	—
Weakness	
Resistance	

Golden Bat	
Level	110
HP	10240
Link	—
Weakness	
Resistance	

Ganesh	
Level	110
HP	27648
Link	—
Weakness	—
Resistance	

Hell Harpy	
Level	110
HP	22528
Link	—
Weakness	
Resistance	

BOSS	
Fafnir	
Level	132
HP	85857
Link	—
Weakness	
Resistance	

He might only have one wing, but Fafnir does his best to use his sheer size and limited hover ability against you (this might be a good time to remember that you can always change your battle camera in the Battle Menu). He's resistant to Non-Elemental, Fire, and Wind artes but weak to Water, so bring in Mikleo for the punch, and Edna for good measure since he is not resistant to Earth. Fafnir's main attack has him hover in the air before slamming onto the ground - it's difficult to break this attack, so your best options are to dodge, guard, or just get out of its area of effect. Be careful with your hidden artes - you don't want to accidentally charge up his seraphic artes 'Air Pressure' and 'Gravity Well'. Try to break these artes with your martial artes if you can. Thankfully, if he does successfully charge them, both artes only affect a small area at your current location, so you can dodge out of the way if you time it right. At lower health he starts to use the hidden arte "Gravity Press" and seraphic arte "Sinister Soul" - these artes are more powerful, but just use the same tactics as before to deal with them: break if you can, otherwise dodge.

Because of Fanfir's love for seraphic and hard-to-break hidden artes, armatization is not very useful as an offensive strategy; if you do use it offensively, Mikleo armatized's long distance attacks can take advantage of his elemental weakness while also remaining out of his arte's reach, just remember to avoid accidentally charging his seraphic artes with your armatized hidden artes. Speaking of his weakness to Water, Fafnir can be inflicted with stagger or stun status quite easily, so be ready to go all out.

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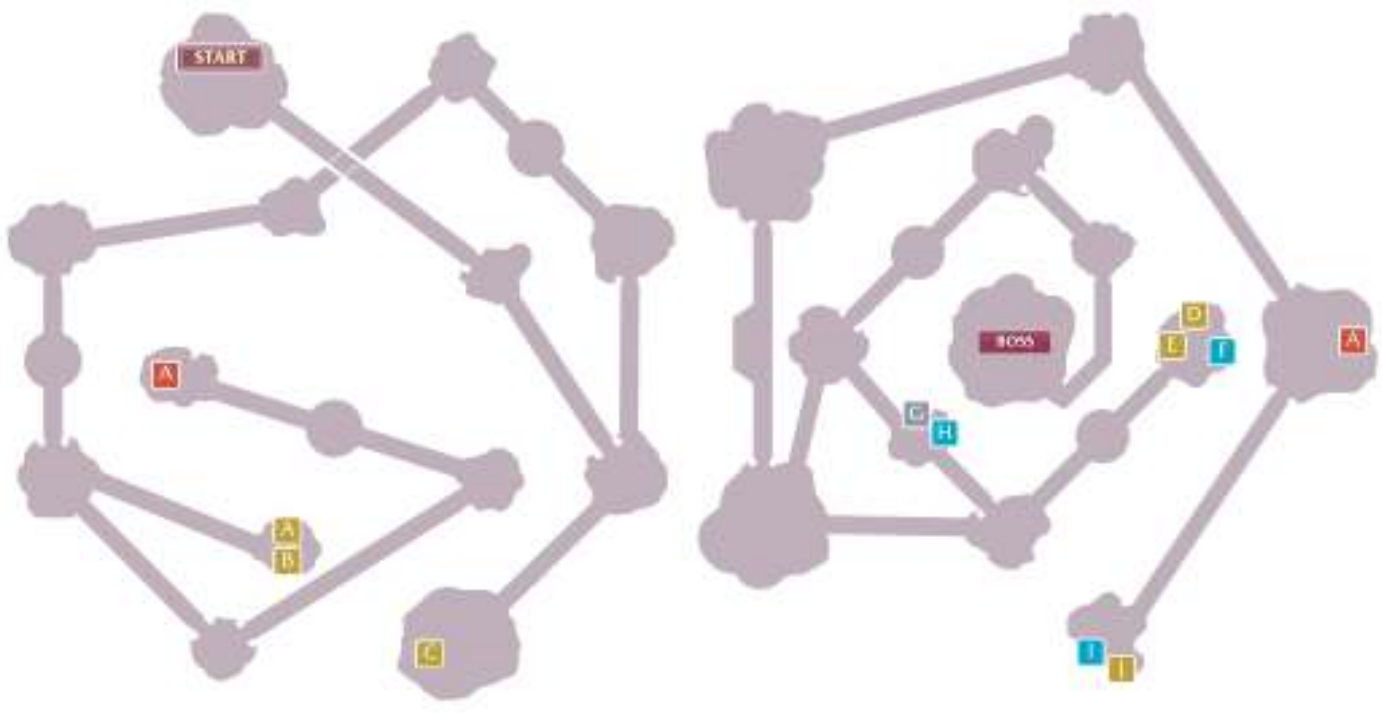
Hexen Isle
Calix VIII



ITEMS

A	Hesitant Shoes
B	Staff of Finis
C	Ephemeral Wing
D	Smooth Garment
E	Scrapulum
F	Red Saffron
G	Elixir
H	Red Rosemary
I	Red Chamomile
J	Fluffy Rollo

ENEMIES

Fury Wolf

Level	120
HP	22551
Link	—
Weakness	—
Resistance	

Nightmare /

Level	120
HP	27002
Link	—
Weakness	—
Resistance	

Wandering Armor /

Level	120
HP	18694
Link	—
Weakness	—
Resistance	

Killer Cougar

Level	120
HP	33827
Link	—
Weakness	—
Resistance	

BOSS

Jade (2)

Level	150
HP	84720
Link	—
Weakness	—
Resistance	

Sophie (2)

Level	150
HP	86400
Link	—
Weakness	—
Resistance	

This second encounter with Jade and Sophie has them with almost double the health and stats of your previous fight, but take a look at their Power Link: together, they have a negative percentage boost of -80%. That means that the two are actually weaker when they fight together - take one down, and suddenly their true strength awakens. Therefore, it is a better idea to try and defeat them around the same time instead of taking a divide and conquer approach. It's hard to balance engaging both bosses at once, but it's better than fighting them one-on-one. Individually, they are two of the strongest foes in the game.

All in all, their battle styles are not so different than before, but now you'll have to deal with both of them at once; or worse, individually. Sophie's special ability has changed slightly – it now increases her BG while she's in the middle of a combo – so it's more important than ever to avoid her attacks to avoid triggering her mystic arte. Jade gains an extra boost in his iron stances, so it's even harder to break his seraphic artes. As far as elemental resistances, there is no change from last time (Sophie: Fire, Water, Wind; Jade: Non-Elemental, Earth, Wind), so which artes and seraphim you should use depends on which enemy you are fighting at the moment. If you bring out Zavied, consider changing his Strategy to defensive/support only so he won't trigger their weakness combo, since they are both resistant to Wind.

Defeating these two will give you the Trophy "A Non-Specific Tale".

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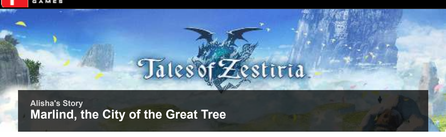
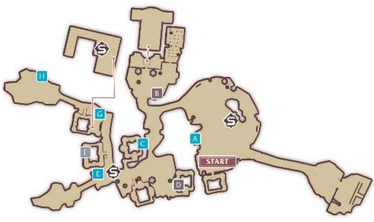


MARLIND, THE CITY OF THE GREAT TREE



ITEM LIST

Alisha's story continues a few months after the final battle between Sorey and Heldalf with the pending resignation of Chancellor Mathia. Since the passing of Chancellor Bartlow, the chancellor does not see the need to continue in its current form and plans to hand off operations to the new guard, Princess Alisha. Her efforts in conjunction with Sergei have been fruitful, and Mathia has come to accept that the old council members are now more hindrance than help. Alisha reflects on Sorey's contributions to the current state of the world as her new journey begins.

TIP

In the beginning, you will not be able to open certain types of treasure chests unless you are playing with New Game + data that includes the appropriate key(s) in the inventory carried over. Don't worry, though! You'll be able to collect these keys as you progress, and you can always come back to unlock them after you obtain the keys.

Activate the nearby save point to check out the Lord of the Land Menu options. Take a look at the available Boons and select any that may fit your play style. Make sure to select the free boons as well. If you are starting from scratch, you will have 15 points to spend on the various boons. If you are using New Game + data, you may have more available to you. You can also set Normin (you have 30 of the 50 available to you) if you already know what types of equipment skills you want to fuse.

There is a treasure chest near the rocks to the left of the save point containing a Grape Gel. The path to the right has a few villagers you can talk to if you wish, or you may continue down the path to the left.

Enemy Extremist	
Extremist (1)	
Level	70
HP	8431
Link	—
Weakness	—
Resistance	—

As you move toward the town center, a pro-war extremist ambushes Alisha. Something doesn't seem quite right, and she deduces that he must be a hellion. It is not possible to lose this battle, so instead focus on learning Alisha's battle mechanics. Just when it seems as though all hope is lost, Rose saves the day! She reminds Alisha to stay vigilant and the two discuss the missing Shepherd. After resting, Alisha decides she must find out what has happened to Sorey.

The villagers on the path to the right have a few new things to say if you wish to speak to them, or you may skip them and begin your trek to the inn. There is a treasure chest to the right of the path near the rocks in front of the Marlind sanctuary containing a Spear of Impending Death. You can skip the sanctuary for now since there is nothing of value inside. Be sure to grab the Red Sage herb on the south side of the rock to your right before reaching the villagers. There is a treasure chest containing a Ribbon of Cosmos on the deck nearby.

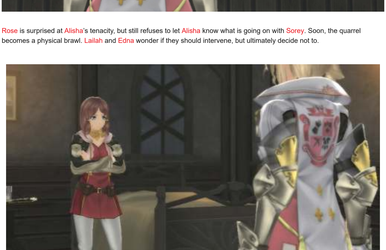
Activate the save point and grab the Red Saffron near the house. Continuing along the path, there is a treasure chest containing a Drop Bottle behind Weaponsmith Cuatrind's shop. Make sure to grab the Red Chamomile near the tree in front of the inn. Before entering the inn, continue along the path to find a treasure chest containing 10,000 gald. Rose is standing at the entrance to the inn.

Alisha is eager to find out what happened with the Lord of Calamity, but Rose has other plans. Lailah and Edna are also here and attempt to persuade Rose, but Rose rebuffs them and takes off for the inn. You may talk to the villager outside if you wish, otherwise follow Rose inside.

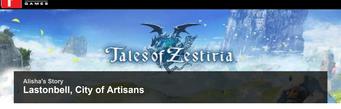
She escaped through the window! Alisha will have to wait to find out what Rose knows. Onward to Lastonbell to find some answers. Take some time to stock up on items, equip Alisha, assign artes, and set battle actions before leaving town if you haven't already. Exit Marlind through either gate to go directly to Lastonbell.

TIP

If you go back to the inn room in Marlind, you can find an 'Autumn Blade' Short Sword on the table between the two beds.



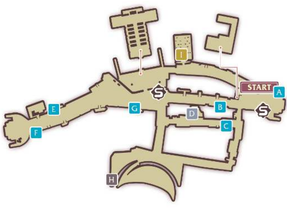
Rose is surprised at Alisha's tenacity, but still refuses to let Alisha know what is going on with Sorey. Soon, the quarrel becomes a physical brawl. Lailah and Edna wonder if they should intervene, but ultimately decide not to.



Alisha's Story

Lastonbell, City of Artisans

LASTONBELL, CITY OF ARTISANS



Item List

A	10,000 gald
B	Cheesecake
C	Red Lavender
D	Survivor's Garb
E	Arcane Bottle
F	Red Verbena
G	Red Rosemary
H	Panacea Bottle
I	Adamantine Boots

Enemies

Extremist (2)	
Level	70
HP	6818
Link	—
Weakness	—
Resistance	—

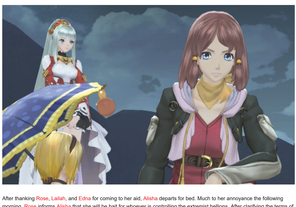
Extremist (3)	
Level	70
HP	8553
Link	—
Weakness	—
Resistance	—

Extremist (4)	
Level	70
HP	7575
Link	—
Weakness	—
Resistance	—

Extremist (5)	
Level	70
HP	2303
Link	—
Weakness	—
Resistance	—

With their friendship in shambles, Alisha departs to spend the night in the knights' barracks, coming to the conclusion that something terrible must have happened to Sorey. Activate the save point directly in front of you, then claim the 10,000 gald from the treasure chest to the left of the guards. Return to your starting location and open the treasure chest to the left containing a Cheesecake. Take the southern path and make the first right to find a Red Lavender herb. Continuing along this path will lead to a treasure chest near two villagers which contains a Survivor's Garb. The southwestern corner hides a Panacea Bottle, and the northern graveyard contains a gold chest.

Outside the sanctuary, you will find a save point. Once past, Alisha is ambushed by hellions once more, with Rose watching from the nearby rooftops. After a valiant effort at diplomacy by Alisha that does not sway the extremists, Rose intervenes and proposes Alisha becomes her squire. With the newly formed pact the battle should be a cinch, so take the time to become familiar with your new party members.

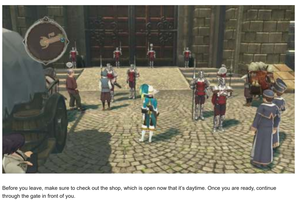


After thanking Rose, Lailah, and Edna for coming to her aid, Alisha departs for bed. Much to her annoyance the following morning, Rose informs Alisha that she will be bait for whoever is controlling the extremist hellions. After clarifying the terms of the squire pact, the group sets off. Alisha now garbed in a traditional Hyland Royalty outfit. Princess Knight fans might find this new clothing appropriately familiar…

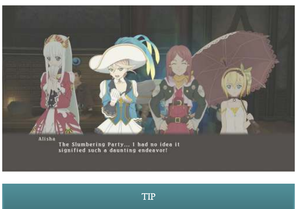
Alisha acquires the title "Sheltered Princess" along with her fashion costume and accessory 'Hyland Royalty' Outfit.

Head down the path to west, opening the treasure chest on the right side of the road containing an Arcane Bottle and claim the Red Verbena herb on the left side of the road. Turn around and head east down this road, collecting the Red Rosemary near the house across from the Lastonbell Sanctuary, then proceed to the star on the mini-map.

Unfortunately, the knights are at a loss in the search for the extremists due to the size of the buffer zone. With Lastonbell and Fallowen Hillside ruled out, it's determined that the extremists are most likely hiding in Glaivend Basin.



Before you leave, make sure to check out the shop, which is open now that it's daytime. Once you are ready, continue through the gate in front of you.



TIP

The skit, The Dreaded Slumbering Party, is now available at a save point.

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Alisha's Story

Volgran Forest

VOLGRAN FOREST

Item List	
A	Baumkuchen
D	Elixir
C	Grape Gel
D	Red Verbena
E	Red Rosemary
F	Hourglass
G	Panacea Bottle
H	Red Lavender
I	Arcane Bottle

Enemies	
Wolf Berserker	
Level	57
HP	8783
Link	—
Weakness	
Resistance	

Ancient Armor /	
Level	64
HP	4839
Link	—
Weakness	
Resistance	

Wood Chopper	
Level	70
HP	11852
Link	—
Weakness	
Resistance	

Activate the save point to your left. Heading north, a treasure chest containing a Baumkuchen will be to your left. While exploring the forest, you will encounter Ancient Armors, Wolf Berserkers, and Wood Choppers. Use these encounters to practice different fighting techniques with your party.

Near the northern part of the map is a treasure chest containing an Elixir, and the center of the map near the giant tree contains a treasure chest holding a Grape Gel. Make sure you grab the Red Verbena opposite the guard cart close to the southern portion of the map. Once this area has been adequately explored, make your way to the unknown checkpoint marked on the map. Remember to update your equipment and activate the save point near the checkpoint before proceeding.

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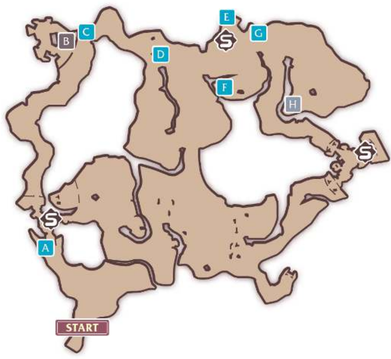
GLAIVEND BASIN



ITEM LIST

Enemies

Goblin Ballista /	
Level	59
HP	4396
Link	—
Weakness	
Resistance	

Mammoth	
Level	64
HP	14114
Link	—
Weakness	
Resistance	

Black Panther	
Level	62
HP	9959
Link	—
Weakness	—
Resistance	

Bird of Paradise	
Level	70
HP	8797
Link	—
Weakness	—
Resistance	

Ancient Armor /	
Level	64
HP	4839
Link	—
Weakness	
Resistance	

Make your way to the starred waypoint marked on the mini-map.According to plan, the extremist ambushes Alisha.

EnemIES

Extremist (6)	
Level	70
HP	8553
Link	—
Weakness	—
Resistance	—

This should be a short battle, and once you deplete his health he will flee. While following him, make sure to stop at the encampment to your left as there is a treasure chest containing a Panacea Bottle. You may fight the creatures nearby if you wish, or continue trailing the extremist.

Along the way is a Dark Turtlez Emporium merchant with quite a few items. Upgrade your equipment if necessary and continue on, opening the treasure chest to the left of the path containing a Drop Bottle. The group spies the extremist entering the cave that leads to the village of Camlann near the northern portion of the map.

The foursome is worried about using the path Edna securely sealed off after the battle with Heldalf. Before entering the cave, activate the save point and grab the Red Verbena to the right of the cave entrance as well as the Melon Gel in the treasure chest up the hill to the south of the entrance. The path to the south leads to the Falkewin Hillside if you would like to travel back to Marlind first.

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Alisha's Story

Falkewin Hillside

FALKEWIN HILLSIDE

Item List

A	Red Lavender
B	Arcane Bottle
C	Red Verbena
D	Red Rosemary
E	Life Bottle
F	Grape Gel
G	Red Saffron

Enemies

Extremist	
Level	70
HP	6818
Link	—
Weakness	—
Resistance	—

Trilobite	
Level	70
HP	6842
Link	—
Weakness	—
Resistance	

Succubus /	
Level	64
HP	9657
Link	—
Weakness	
Resistance	

Voided Eye	
Level	64
HP	7323
Link	—
Weakness	
Resistance	

Hell Lady	
Level	62
HP	8328
Link	—
Weakness	
Resistance	

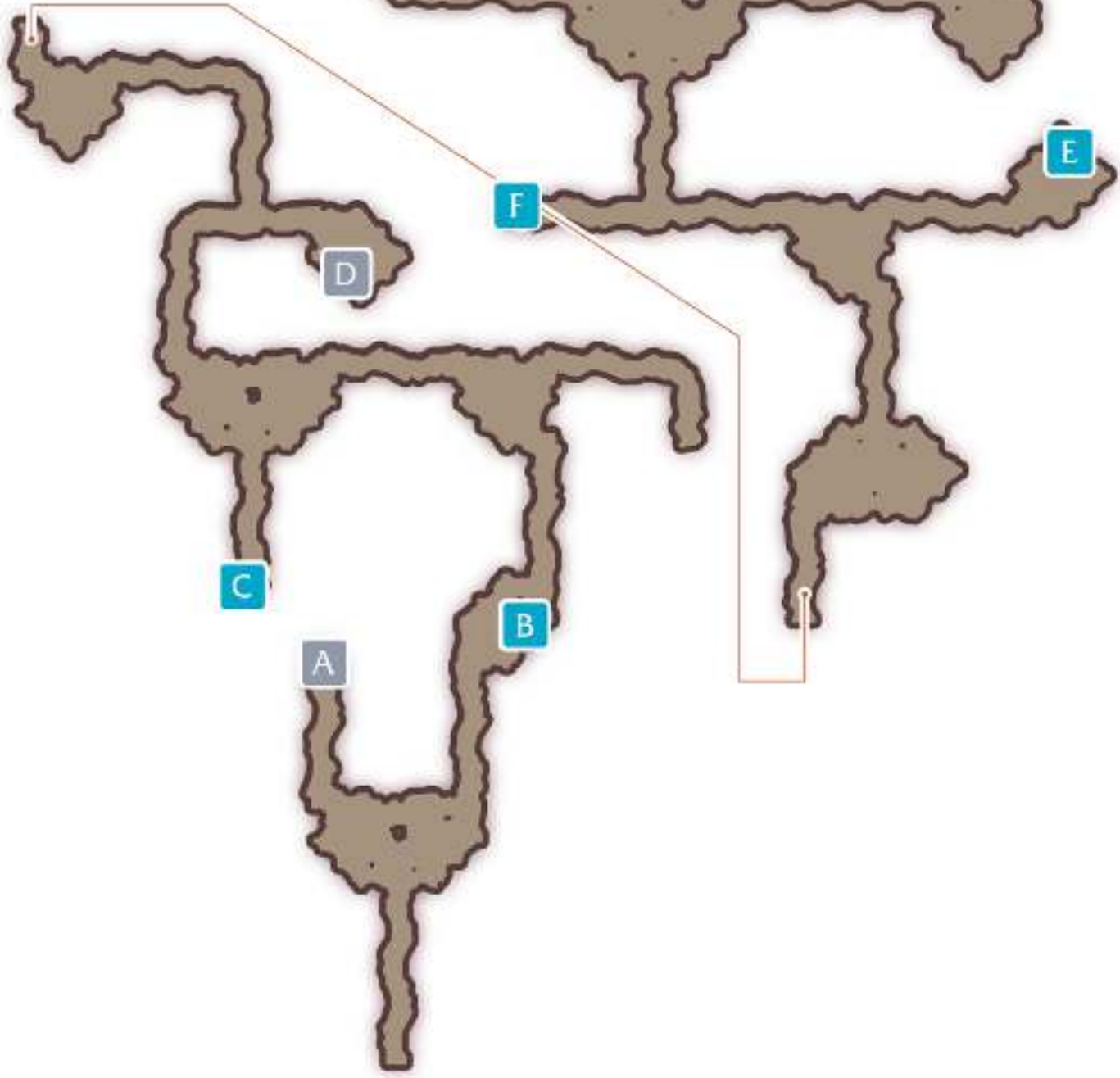
Arachne	
Level	62
HP	8181
Link	—
Weakness	
Resistance	

The dead end path to the left of the cave entrance has a treasure chest holding a Ribbon of Cosmos. Grab this before exploring the rest of the dungeon.

Edna expresses her concerns about who reopened the cave, and Alisha surmises this must have something to do with Sorey. However, she doesn't bother asking questions from the group as she knows she will not receive any answers. Grab the Red Chamomile to your right and continue north on the path, battling (or bypassing) any enemies you come across.

When you reach the first three-way junction, make a left since there is nothing of value to your right. Head south at the next junction and at the dead end open the treasure chest that contains a Raspberry Mousse before continuing north. There is another treasure chest containing an Elixir near the eastern dead end. Finish off any enemies you may encounter or progress to the next area.

CORNIC SEALED CAVE – CENTER



Item List	
A	Ribbon of Cosmos
B	Red Chamomile
C	Raspberry Mousse
D	Elixir
E	Life Bottle
F	Red Sage
G	Arcane Bottle
H	Grape Gel
I	Red Lavender

Enemies

Trilobite	
Level	70
HP	6842
Link	—
Weakness	—
Resistance	

Succubus /	
Level	64
HP	9657
Link	—
Weakness	
Resistance	

Voided Eye	
Level	64
HP	7323
Link	—
Weakness	
Resistance	

Hell Lady	
Level	62
HP	8328
Link	—
Weakness	
Resistance	

Arachne	
Level	62
HP	8181
Link	—
Weakness	
Resistance	

Continue battling enemies until you reach the first three-way junction and make a right, where there is a treasure chest containing a Life Bottle at the end. Doubling back, there is a Red Sage herb near the dead end to the left.

Proceeding along the north path, Lailah notices something strange. Why has every extremist become a hellion, and why is there such a large concentration of evil? Edna, pointing out the fact that this place was reopened for a reason, cautions the group as they continue through the cave.

Continue battling enemies until you reach the first three-way junction and make a right, where there is a treasure chest containing a Life Bottle at the end. Doubling back, there is a Red Sage herb near the dead end to the left.

Proceeding along the north path, Lailah notices something strange. Why has every extremist become a hellion, and why is there such a large concentration of evil? Edna, pointing out the fact that this place was reopened for a reason, cautions the group as they continue through the cave.

Make a right and travel to the dead end to find a treasure chest containing an Arcane Bottle, then return to the path leading north to the checkpoint. At the next junction, make a left towards the dead end and open the treasure chest containing a Grape Gel. The last dead end near the north end of the map has a Red Lavender herb. Grab this then proceed to the northern waypoint. As you near it, the color suddenly drains out of the surroundings, and Rose, Lailah, and Edna recognize the illusory artes of the seraph Symonne.

CORNIC SEALED CAVE – NORTH

Item List	
A	Melon Gel
B	Life Bottle
C	Red Verbena
D	Red Rosemary

EnemIES	
MALTRAN	
Level	80
HP	65,350
Link	—
Weakness	
Resistance	

Proceed to the second dead end; there is nothing of value to the left, so make a right to find a treasure chest containing a Melon Gel. Before reaching the starred location on the map, a second treasure chest containing a Life Bottle can be found along the northern dead end.

Alisha is shocked to find Lady Maltran, her old spear teacher, in the cave depths. As Maltran goes to attack, Rose steps in front of Alisha, but Alisha decides she must confront Maltran herself. Make sure to surround Maltran, landing stuns and interrupting her attacks so your party can whale in with your powerful seraphic artes. About half way through the battle, Maltran will have raised enough BG to trigger her mystic arte "Light Blast". She'll try to end her combos with this mystic arte, so evade out of her line of attack if you can. Time your blocks, evades, and artes accordingly, and this battle should be straightfoward.

After her defeat, it is revealed that this Lady Maltran is in fact an illusion. Nevertheless, she refuses to let you purify her, instead choosing death. However, Alisha does not wish to reenact the events of her last encounter with her teacher. With great sorrow, Alisha strikes down the illusion, saying goodbye one last time.

Symonne reveals herself once her illusory Lady Maltran is defeated. Symonne’s plan to crush Alisha’s spirit backfires, giving Alisha the strength to move on from her past. Before Symonne leaves, she hints at the burden Rose is carrying as well, alluding to things to come as the group reflects on Sorey and their respective paths.

Rose is finally ready to open up about what happened to Sorey, but still remains coy. Meanwhile, a familiar figure watches from the shadows with Symonne. It seems the events so far were all part of a plan concocted by Lunarre...

For defeating Maltran, Alisha's title "Sheltered Princess" raises to "People's Protectress". She also learns the mystic arte "Azure Apocalypse".

Symonne reveals herself once her illusory Lady Maltran is defeated. Symonne’s plan to crush Alisha’s spirit backfires, giving

Alisha the strength to move on from her past. Before Symonne leaves, she hints at the burden Rose is carrying as well, alluding to things to come as the group reflects on Sorey and their respective paths.

Rose is finally ready to open up about what happened to Sorey, but still remains coy. Meanwhile, a familiar figure watches from the shadows with Symonne. It seems the events so far were all part of a plan concocted by Lunarre…

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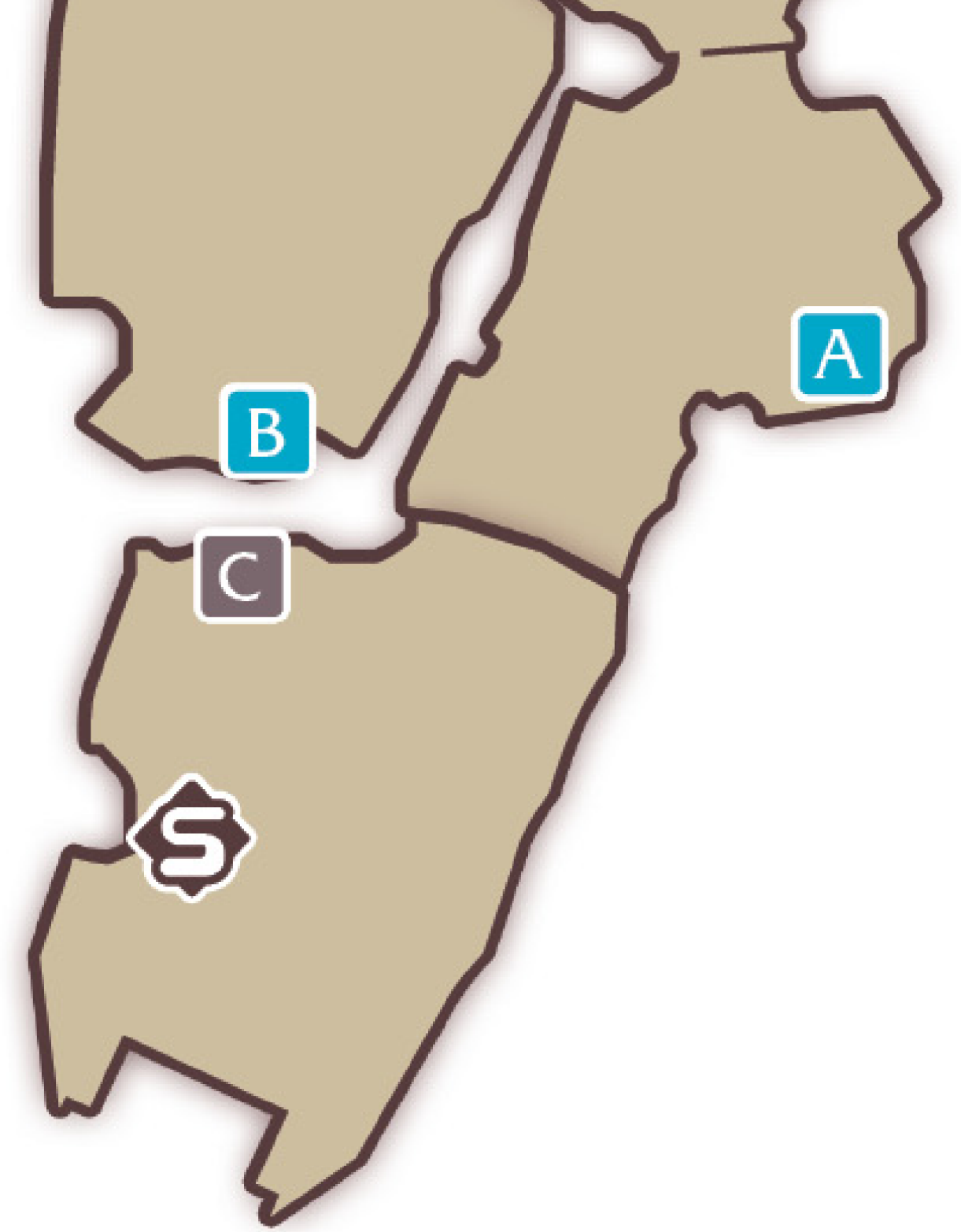
Stolat Mountains

STOLAT MOUNTAINS



Item List	
A	Red Saffron
B	20,000 gald

Enemies	
Hell Lady	
Level	62
HP	8328
Link	—
Weakness	
Resistance	

Trilobite	
Level	70
HP	6842
Link	—
Weakness	—
Resistance	

King Cobra	
Level	80
HP	9228
Link	—
Weakness	
Resistance	

STOLAT MOUNTAINS CAVE

Item List	
A	Drop Bottle
B	Elixir

Enemies	
Specter /	
Level	62
HP	5050
Link	—
Weakness	
Resistance	

Wood Chopper	
Level	70
HP	11852
Link	—
Weakness	
Resistance	

King Cobra	
Level	80
HP	9228
Link	—
Weakness	
Resistance	

TIP

The skit Beyond One's Fears is now available at the save point.

Activate the save point and grab the Red Saffron near the western cliff before proceeding to your right and climbing the vines. Continue north, jump down the cliff, and open the treasure chest containing 20,000 gald. Finally, climb the vines to your right and proceed to the checkpoint.

Alisha finally learns about the events leading up to the final battle. After a fair bit of exposition, most of which is skipped for comedic effect, the group continues on towards the cave.

STOLAT MOUNTAINS CAVE (2)

A
B
C

Item List	
A	Arcane Bottle
B	Drop Bottle
C	Grounded Shoes

The dead end to your right leads to a treasure chest containing a Drop Bottle, and there is a treasure chest containing an Elixir towards the dead end south of the cave exit. Fight the enemies here if you wish, or bypass them and head to the exit.

Once you leave the cave, head south and jump down the cliff near the vines. There is a treasure chest containing an Arcane Bottle near the base. Continue south via the vines and activate the save point on your right; this is a good time to set new Boons, change your Normin, and offer items if you wish, and there is a treasure chest near the save point containing Grounded Shoes. Grab these and check your equipment. You can challenge the giant dark structure, the Malevolent Crucible: Naraka if you wish. It's not required, so you can ignore it if you would rather just continue through the story.

Only Rose and Alisha may enter and the battle begins as soon as you enter, so make sure you set your Strategy accordingly before entering, along with your Battle Actions, Artes, etc. You will have to fight through multiple waves of enemies, so make sure you stock up on healing items beforehand (remember, you can always use the save point warping action to travel to an area with a merchant if there isn't one nearby).

After defeating the hellion waves, a Kylvern will appear. The key to this battle is using a combination of stuns and dodges. Kylvern uses powerful beam attacks that can be evaded with proper timing. Sneak up behind it to attack without giving the hellion a chance to defend. Since Kylvern primarily uses hidden artes, and both Alisha and Rose lack seraphic artes, your best bet is to use powerful hidden artes of your own to overpower Kylvern's attacks. The hellion's Shadow Eye arte can also be devastating if you get caught in it, so when it begins to charge, get out of range quickly if you can't overpower the attack.

After defeating the Kylvern, Rose and Alisha will return to the entrance of the Malevolent Crucible. In addition to the loot drops from the battle, you also get the Women's Armor "Gladiator" for clearing the crucible. You can challenge it multiple times to earn more items and experience points if you wish.

Jump down the cliff and climb the vines to your right. Collect the treasure chest containing a Drop Bottle near the southern cliff and head towards the Elaine Ruins, activating the save point near the entrance.

The party suspects that they are being watched. Alisha deduces that the presence has entered the ruins ahead of them. Rose confidently proposes the group follow suit, promising that she is leading them to Sorey. Make sure you heal your party and purchase any needed items from the Dark Turtlez Emporium before continuing.

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Enemies
?-B

??? (1)

Location: Elysia

LEVEL	6	**ATK**	194	. Resistance	**ATTACK TYPE**	—	**EXP**	908
HP	1113	**ARTE ATK**	93	. —	**POWER LINK**	—	**GALD**	0
WEIGHT CATEGORY	3	**DEF**	202	. —	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Windmaster Talisman: Tempest
STAGGER RECOVERY RATE	-30%	**ARTE DEF**	172	. Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x2.95	**FOCUS**	190	. Resistance				

??? (2)

Location: Ladylake, the Aquapolis

LEVEL	7	ATK	233	—	ATTACK TYPE	—	EXP	990
HP	1717	ARTE ATK	106	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	230	—	SPECIAL ABILITY	Cannot be poisoned	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-35%	ARTE DEF	196	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x2.95	FOCUS	228	—				

???

Location: Pendrago, the Blessed Capital

LEVEL	42	ATK	351	—	ATTACK TYPE	—	EXP	26
HP	2473	ARTE ATK	228	—	POWER LINK	—	GALD	91
WEIGHT CATEGORY	3	DEF	190	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-60%	ARTE DEF	183	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.66	FOCUS	221	—				

Aged Treant

Location: Gaferis Ruins

LEVEL	26	ATK	337	.	—	ATTACK TYPE	Area	EXP	60
HP	2788	ARTE ATK	321	.	—	POWER LINK	—	GALD	85
WEIGHT CATEGORY	4	DEF	165	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Earthen Gale (Staff)
STAGGER RECOVERY RATE	0%	ARTE DEF	484	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.02	FOCUS	283	.	Resistance				

Agni

Location: The Calix I

LEVEL	93	ATK	3686	.	—	ATTACK TYPE	—	EXP	6174
HP	41,957	ARTE ATK	1329	.	Resistance	POWER LINK	—	GALD	26,840
WEIGHT CATEGORY	2	DEF	990	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Ancient Orb: Qian
STAGGER RECOVERY RATE	-85%	ARTE DEF	1714	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×2.85	FOCUS	2849	.	Resistance				

Almond Jelly

Location: The Calix IV

LEVEL	90	ATK	857	.	Resistance	ATTACK TYPE	Shoot	EXP	57
HP	7697	ARTE ATK	433	.	—	POWER LINK	—	GALD	932
WEIGHT CATEGORY	1	DEF	582	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Empress Shield (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	400	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.81	FOCUS	589	.	—				

Ammit

Location: Artorius' Throne

LEVEL	80	ATK	3564	.	—	ATTACK TYPE	—	EXP	7076
HP	57,181	ARTE ATK	1571	.	—	POWER LINK	—	GALD	40,167
WEIGHT CATEGORY	6	DEF	768	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Mangled Umbrella
STAGGER RECOVERY RATE	85%	ARTE DEF	1772	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.7	FOCUS	3347	.	Weakness				

Ancient Armor

Location: Artorius' Throne

LEVEL	64	ATK	837	. Resistance	ATTACK TYPE	Weapon	EXP	83
HP	4839	ARTE ATK	1049	. —	POWER LINK	—	GALD	665
WEIGHT CATEGORY	4	DEF	1019	. Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Kaleidoscepter
STAGGER RECOVERY RATE	0%	ARTE DEF	388	. —				
CHANCE OF INFLICTING STATUS EFFECT	x1.05	FOCUS	880	. Weakness				

Angel

Location: Mt. Mabinogio Ruins

LEVEL	69	ATK	14,600	. Weakness	ATTACK TYPE	—	EXP	5606
HP	44,907	ARTE ATK	7373	. Resistance	POWER LINK	—	GALD	24,509
WEIGHT CATEGORY	4	DEF	457	. Resistance	SPECIAL ABILITY	60% chance of reflecting non-elemental damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-85%	ARTE DEF	751	. Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x6.39	FOCUS	4028	. Resistance				

Aqua Scylla

Location: Plitzerback Wetland

LEVEL	45	ATK	566	.	Resistance	ATTACK TYPE	Area	EXP	102
HP	5149	ARTE ATK	594	.	—	POWER LINK	—	GALD	343
WEIGHT CATEGORY	5	DEF	298	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Boots
STAGGER RECOVERY RATE	0%	ARTE DEF	630	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.1	FOCUS	985	.	—				

Aquaphant

Location: Lefay, Shrine of the Water Trial

LEVEL	37	ATK	789	.	—	ATTACK TYPE	Breath	EXP	79
HP	5057	ARTE ATK	409	.	Resistance	POWER LINK	—	GALD	203
WEIGHT CATEGORY	5	DEF	409	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Pendulum (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	219	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.69	FOCUS	445	.	—				

Arachne

Location: Artorius' Throne

LEVEL	62	ATK	802	.	—	ATTACK TYPE	Super Jump	EXP	121
HP	8181	ARTE ATK	520	.	Resistance	POWER LINK	—	GALD	921
WEIGHT CATEGORY	4	DEF	509	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Aqua Interrupter (Umbrella)
STAGGER RECOVERY RATE	0%	ARTE DEF	608	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.99	FOCUS	1114	.	Weakness				

Armadillo

Location: Rayfalke Spiritcrest

LEVEL	14	ATK	208	.	—	ATTACK TYPE	Charge	EXP	23
HP	897	ARTE ATK	239	.	Weakness	POWER LINK	Geo Roller (+50%)	GALD	29
WEIGHT CATEGORY	2	DEF	138	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Eleven Crown
STAGGER RECOVERY RATE	0%	ARTE DEF	86	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.08	FOCUS	139	.	—				

Armatized Heldalf (1)

Location: Artorius' Throne

LEVEL	80	ATK	2318 —	ATTACK TYPE	—	EXP	0
HP	200,000	ARTE ATK	1514 —	POWER LINK	—	GALD	0
WEIGHT CATEGORY	7	DEF	292 —	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-90%	ARTE DEF	404 —				
CHANCE OF INFLICTING STATUS EFFECT	×4.28	FOCUS	3162 —				

Armatized Heldalf (2)

Location: Artorius' Throne

LEVEL	150	ATK	5979 —	ATTACK TYPE	—	EXP	0
HP	300,000	ARTE ATK	3313 —	POWER LINK	—	GALD	0
WEIGHT CATEGORY	7	DEF	480 —	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-99%	ARTE DEF	831 —				
CHANCE OF INFLICTING STATUS EFFECT	×4.28	FOCUS	5766 —				

Armor Knight

Location: Glaivend Basin

LEVEL	52	ATK	1622	.	—	ATTACK TYPE	Weapon	EXP	86
HP	6110	ARTE ATK	1273	.	Resistance	POWER LINK	—	GALD	367
WEIGHT CATEGORY	4	DEF	718	.	Weakness	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Topaz Staff (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	286	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.62	FOCUS	784	.	Weakness				

Armored Centipede

Location: Cambria Caverns

LEVEL	29	ATK	324	.	Resistance	ATTACK TYPE	Long Reach	EXP	29
HP	1866	ARTE ATK	200	.	—	POWER LINK	—	GALD	50
WEIGHT CATEGORY	2	DEF	269	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole Dagger (Short Sword)
STAGGER RECOVERY RATE	0%	ARTE DEF	190	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.98	FOCUS	160	.	—				

Asura

Location: Lefay, Shrine of the Water Trial

LEVEL	43	ATK	2007	.	—	ATTACK TYPE	—	EXP	3204
HP	20,940	ARTE ATK	783	.	Resistance	POWER LINK	—	GALD	3980
WEIGHT CATEGORY	6	DEF	831	.	Weakness	SPECIAL ABILITY	Non-elemental attack stuns +2 seconds	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	596	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.68	FOCUS	1309	.	Resistance				

Axe Beak

Location: Glaivend Basin

LEVEL	18	ATK	225	.	—	ATTACK TYPE	Jump	EXP	19
HP	1122	ARTE ATK	276	.	Weakness	POWER LINK	—	GALD	27
WEIGHT CATEGORY	2	DEF	99	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Black Talismans (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	115	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.95	FOCUS	138	.	—				

Baphomet (Alisha's Story)

Location: Elaine Ruins

LEVEL	100	ATK	2347	.	Weakness	ATTACK TYPE	—	EXP	7403
HP	72,065	ARTE ATK	1850	.	Resistance	POWER LINK	—	GALD	38,639
WEIGHT CATEGORY	6	DEF	627	.	Resistance	SPECIAL ABILITY	SC automatic recovery rate +40%	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-85%	ARTE DEF	1192	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×4.05	FOCUS	5513	.	Weakness				

Bat

Location: Vivia Subterranean Aqueduct

LEVEL	8	ATK	81	.	—	ATTACK TYPE	Sneaky	EXP	8
HP	270	ARTE ATK	54	.	—	POWER LINK	—	GALD	10
WEIGHT CATEGORY	1	DEF	52	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amber Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	57	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.63	FOCUS	88	.	—				

Bat Baron

Location: Lamorak Cave

LEVEL	40	ATK	3196	.	Resistance	ATTACK TYPE	—	EXP	2633
HP	9425	ARTE ATK	3565	.	—	POWER LINK	—	GALD	2868
WEIGHT CATEGORY	2	DEF	493	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	288	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.51	FOCUS	1134	.	—				

Beast Master

Location: Pendrago, the Blessed Capital

LEVEL	40	ATK	3065	.	—	ATTACK TYPE	—	EXP	3173
HP	19,217	ARTE ATK	1641	.	Resistance	POWER LINK	—	GALD	3449
WEIGHT CATEGORY	4	DEF	670	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	389	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.03	FOCUS	1604	.	Resistance				

Behemoth

Location: Meadow of Triumph

LEVEL	34	ATK	4368	.	Resistance	ATTACK TYPE	—	EXP	2779
HP	15,620	ARTE ATK	1489	.	—	POWER LINK	—	GALD	2316
WEIGHT CATEGORY	5	DEF	285	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	337	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x5.36	FOCUS	1116	.	Resistance				

Bird Head

Location: The Calix V

LEVEL	95	ATK	1227	.	Weakness	ATTACK TYPE	Teleport	EXP	55
HP	7614	ARTE ATK	922	.	—	POWER LINK	—	GALD	722
WEIGHT CATEGORY	3	DEF	363	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Lindworm Ring (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	377	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.74	FOCUS	374	.	Resistance				

Bird-Of-Paradise

Location: Hexen Isle

LEVEL	70	ATK	702	.	Resistance	ATTACK TYPE	—	EXP	68
HP	8797	ARTE ATK	629	.	Resistance	POWER LINK	—	GALD	931
WEIGHT CATEGORY	2	DEF	282	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Hairband (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	339	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.84	FOCUS	825	.	—				

Bison Heddin

Location: Morgause, Shrine of the Earth Trial

LEVEL	47	ATK	7525	.	Resistance	ATTACK TYPE	—	EXP	3354
HP	11,273	ARTE ATK	3689	.	Resistance	POWER LINK	—	GALD	3624
WEIGHT CATEGORY	4	DEF	357	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	411	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×6.98	FOCUS	1580	.	Weakness				

Black Bird

Location: Great Camelot Bridge

LEVEL	42	ATK	425	.	Resistance	ATTACK TYPE	Sneaky	EXP	51
HP	4047	ARTE ATK	415	.	—	POWER LINK	—	GALD	149
WEIGHT CATEGORY	2	DEF	242	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Homely Hairband (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	221	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.84	FOCUS	491	.	Resistance				

Black Panther

Location: Artorius' Throne

LEVEL	62	ATK	1260	.	Resistance	ATTACK TYPE	Jump	EXP	137
HP	9959	ARTE ATK	694	.	—	POWER LINK	—	GALD	1043
WEIGHT CATEGORY	4	DEF	349	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Primeval Crown (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	335	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.83	FOCUS	858	.	—				

Blade Beak

Location: Zaphgott Moor

LEVEL	43	ATK	777	.	—	ATTACK TYPE	Jump	EXP	43
HP	5497	ARTE ATK	691	.	—	POWER LINK	—	GALD	142
WEIGHT CATEGORY	2	DEF	247	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	229	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.95	FOCUS	274	.	Resistance				

Blazen Wolf

Location: Igraine, Shrine of the Fire Trial

LEVEL	31	ATK	517	.	—	ATTACK TYPE	Charge	EXP	41
HP	2958	ARTE ATK	284	.	—	POWER LINK	—	GALD	77
WEIGHT CATEGORY	2	DEF	200	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole Sword (Ritual Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	186	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x1.32	FOCUS	201	.	Resistance				

Bloodsucker

Location: Westronbolt Gorge

LEVEL	38	ATK	422	.	—	ATTACK TYPE	Shoot	EXP	34
HP	2286	ARTE ATK	213	.	Resistance	POWER LINK	—	GALD	83
WEIGHT CATEGORY	1	DEF	128	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	169	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.88	FOCUS	258	.	Weakness				

Boar

Location: Volgran Forest

LEVEL	19	ATK	479	.	Weakness	ATTACK TYPE	Charge	EXP	32
HP	1831	ARTE ATK	237	.	—	POWER LINK	Brutaur (+20%)	GALD	44
WEIGHT CATEGORY	4	DEF	176	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Thorny Vest (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	124	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.54	FOCUS	192	.	—				

Boar Deity

Location: The Calix VI

LEVEL	100	ATK	2064	.	Resistance	ATTACK TYPE	Charge	EXP	131
HP	23,564	ARTE ATK	988	.	—	POWER LINK	—	GALD	2393
WEIGHT CATEGORY	4	DEF	655	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Mumbane (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	476	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.54	FOCUS	1172	.	Resistance				

Boar Heddin

Location: Igraine, Shrine of the Fire Trial

LEVEL	31	ATK	509	.	Weakness	ATTACK TYPE	Teleport	EXP	24
HP	1278	ARTE ATK	185	.	—	POWER LINK	—	GALD	33
WEIGHT CATEGORY	3	DEF	128	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Slow Ward (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	295	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.04	FOCUS	146	.	Resistance				

Boss Troll

Location: Ganglen Ruins

LEVEL	49	ATK	9795	Resistance	ATTACK TYPE	—	EXP	3605
HP	27,942	ARTE ATK	1871	Resistance	POWER LINK	—	GALD	5966
WEIGHT CATEGORY	6	DEF	273	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	377	—				
CHANCE OF INFLICTING STATUS EFFECT	x8.69	FOCUS	1349	Resistance				

Breed Wolf

Location: Meadow of Triumph

LEVEL	32	ATK	3017	Resistance	ATTACK TYPE	—	EXP	2747
HP	12,763	ARTE ATK	1367	Resistance	POWER LINK	—	GALD	2167
WEIGHT CATEGORY	4	DEF	349	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	369	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x4.15	FOCUS	1571	Resistance				

Brutaur

Location: Meadow of Triumph

LEVEL	24	ATK	472	.	—	ATTACK TYPE	Charge	EXP	42
HP	2480	ARTE ATK	358	.	Weakness	POWER LINK	—	GALD	62
WEIGHT CATEGORY	4	DEF	210	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Waistcoat (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	133	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.54	FOCUS	232	.	—				

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Enemies
C-D

Caterpillar Fungus

Location: Hexen Isle

LEVEL	70	ATK	715	Resistance	ATTACK TYPE	Pierce	EXP	83
HP	10,996	ARTE ATK	534	—	POWER LINK	—	GALD	1138
WEIGHT CATEGORY	2	DEF	377	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Tiara (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	419	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.81	FOCUS	600	—				

Catoblepas

Location: Artorius' Throne

LEVEL	80	ATK	2126	.	Resistance	ATTACK TYPE	—	EXP	5355
HP	36,457	ARTE ATK	2398	.	—	POWER LINK	—	GALD	22,479
WEIGHT CATEGORY	3	DEF	940	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Imbued Orb / Decayed Paper
STAGGER RECOVERY RATE	-85%	ARTE DEF	1436	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×2.18	FOCUS	1913	.	—				

Centipede

Location: Vivia Subterranean Aqueduct

LEVEL	8	ATK	117	.	—	ATTACK TYPE	Long Reach	EXP	9
HP	310	ARTE ATK	69	.	—	POWER LINK	—	GALD	11
WEIGHT CATEGORY	2	DEF	75	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amber Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	63	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.91	FOCUS	52	.	—				

Cerberus

Location: Elysia

LEVEL	68	ATK	2612	.	Weakness	ATTACK TYPE	—	EXP	5201
HP	29,587	ARTE ATK	726	.	Resistance	POWER LINK	—	GALD	21,383
WEIGHT CATEGORY	6	DEF	1080	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-80%	ARTE DEF	776	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.1	FOCUS	2444	.	Resistance				

Chancellor's Pawn

Location: Rountabel Palace

LEVEL	12	ATK	150	—	ATTACK TYPE	—	EXP	14
HP	779	ARTE ATK	126	—	POWER LINK	—	GALD	19
WEIGHT CATEGORY	4	DEF	67	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	64	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.88	FOCUS	85	—				

Changeling

Location: The Calix I

LEVEL	75	ATK	649	.	Resistance	ATTACK TYPE	Support	EXP	76
HP	9409	ARTE ATK	1155	.	—	POWER LINK	—	GALD	1296
WEIGHT CATEGORY	1	DEF	378	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	485	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.68	FOCUS	720	.	—				

Cobra

Location: Westronbolt Gorge

LEVEL	38	ATK	298	.	—	ATTACK TYPE	Long Reach	EXP	41
HP	3308	ARTE ATK	337	.	Weakness	POWER LINK	—	GALD	96
WEIGHT CATEGORY	2	DEF	185	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Dagger (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	273	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.62	FOCUS	318	.	—				

Cyclopz

Location: Lhitwerg Woods

LEVEL	45	ATK	841	.	—	ATTACK TYPE	Swing	EXP	96
HP	6405	ARTE ATK	299	.	Resistance	POWER LINK	—	GALD	292
WEIGHT CATEGORY	4	DEF	465	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Sword Breaker (Ritual Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	221	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.47	FOCUS	800	.	—				

Dangeroma

Location: Pearloats Pasture

LEVEL	35	ATK	3548	.	Resistance	ATTACK TYPE	—	EXP	2730
HP	14,540	ARTE ATK	3107	.	Weakness	POWER LINK	—	GALD	2382
WEIGHT CATEGORY	3	DEF	261	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	360	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.23	FOCUS	1440	.	—				

Dark Turtlez

Location: Katz Korner

LEVEL	99	ATK	3275	—	ATTACK TYPE	—	EXP	10,800
HP	88,888	ARTE ATK	2223	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	1324	—	SPECIAL ABILITY	—	ITEMS DROPPED	Autumn Blade ×2
STAGGER RECOVERY RATE	-90%	ARTE DEF	920	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.35	FOCUS	3650	—				

Darken Eye

Location: Lefay, Shrine of the Water Trial

LEVEL	37	ATK	434	—	ATTACK TYPE	Teleport	EXP	39
HP	3137	ARTE ATK	239	—	POWER LINK	—	GALD	108
WEIGHT CATEGORY	3	DEF	222	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Fatigue Ward (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	480	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.93	FOCUS	363	Resistance				

Demon Rodler

Location: Aroundight Forest (2)

LEVEL	67	ATK	6583	.	Resistance	ATTACK TYPE	—	EXP	4374
HP	17,103	ARTE ATK	4874	.	Resistance	POWER LINK	—	GALD	12,778
WEIGHT CATEGORY	2	DEF	354	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	791	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.92	FOCUS	2138	.	Resistance				

Despot Heldalf

Location: Artorius' Throne

LEVEL	150	ATK	4866	.	Resistance	ATTACK TYPE	—	EXP	0
HP	150,982	ARTE ATK	2803	.	Resistance	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	1581	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-90%	ARTE DEF	1707	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	4101	.	Resistance				

Devil

Location: Pendrago Shrinechurch

LEVEL	33	ATK	651	.	Weakness	ATTACK TYPE	Adaptive	EXP	67
HP	3625	ARTE ATK	621	.	—	POWER LINK	—	GALD	148
WEIGHT CATEGORY	4	DEF	208	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Crimson Veil (Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	335	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.25	FOCUS	820	.	Resistance				

Devil Fish

Location: The Calix II

LEVEL	80	ATK	791	.	—	ATTACK TYPE	Area	EXP	72
HP	9076	ARTE ATK	752	.	Resistance	POWER LINK	—	GALD	1253
WEIGHT CATEGORY	3	DEF	422	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Alchemist's Wand (Umbrella)
STAGGER RECOVERY RATE	0%	ARTE DEF	810	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.73	FOCUS	788	.	Resistance				

Dinosaur

Location: Artorius' Throne

LEVEL	80	ATK	2633	.	—	ATTACK TYPE	—	EXP	6630
HP	66,469	ARTE ATK	1013	.	Resistance	POWER LINK	—	GALD	36,113
WEIGHT CATEGORY	7	DEF	533	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Decrepit Staff
STAGGER RECOVERY RATE	-85%	ARTE DEF	1759	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.05	FOCUS	2805	.	—				

Dirt Leech

Location: Yder Cave

LEVEL	36	ATK	1329	.	Resistance	ATTACK TYPE	—	EXP	2645
HP	10,376	ARTE ATK	886	.	Weakness	POWER LINK	—	GALD	2459
WEIGHT CATEGORY	1	DEF	536	.	Resistance	SPECIAL ABILITY	Damage greater than 1000 is halved	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	840	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.08	FOCUS	1753	.	Resistance				

Dragon Warlock

Location: Glaivend Basin

LEVEL	62	ATK	10,726	.	—	ATTACK TYPE	—	EXP	3668
HP	36,361	ARTE ATK	4915	.	Resistance	POWER LINK	—	GALD	10,588
WEIGHT CATEGORY	4	DEF	702	.	Resistance	SPECIAL ABILITY	All SC consumption is halved	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-85%	ARTE DEF	396	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×6.62	FOCUS	2316	.	Resistance				

Dragon Zombie

Location: Hexen Isle

LEVEL	145	ATK	4349	.	Weakness	ATTACK TYPE	—	EXP	13,163
HP	200,000	ARTE ATK	1868	.	—	POWER LINK	—	GALD	83,490
WEIGHT CATEGORY	7	DEF	1040	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Ancient Orb: Dui
STAGGER RECOVERY RATE	-90%	ARTE DEF	2080	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×5.2	FOCUS	9225	.	—				

Dragonewt

Location: Tintagel Ruins

LEVEL	24	ATK	1007	.	Resistance	ATTACK TYPE	—	EXP	2414
HP	11,718	ARTE ATK	967	.	Resistance	POWER LINK	—	GALD	1403
WEIGHT CATEGORY	5	DEF	452	.	Resistance	SPECIAL ABILITY	Iron stances while casting +3	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-55%	ARTE DEF	248	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.88	FOCUS	1501	.	Weakness				

Dragonflare

Location: Artorius' Throne

LEVEL	64	ATK	1293	.	—	ATTACK TYPE	Breath	EXP	224
HP	11,801	ARTE ATK	1495	.	Resistance	POWER LINK	—	GALD	1854
WEIGHT CATEGORY	5	DEF	473	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Corundum Lore (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	878	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.54	FOCUS	1960	.	Resistance				

Dragoon

Location: The Calix IV

LEVEL	90	ATK	1209	.	Resistance	ATTACK TYPE	—	EXP	81
HP	11,180	ARTE ATK	893	.	Resistance	POWER LINK	—	GALD	1355
WEIGHT CATEGORY	4	DEF	618	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Bloodied Sword (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	392	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.08	FOCUS	1112	.	—				

Drake

Location: Marlind, the City of the Great Tree

LEVEL	19	ATK	862	.	—	ATTACK TYPE	—	EXP	1908
HP	7075	ARTE ATK	624	.	Resistance	POWER LINK	—	GALD	6000
WEIGHT CATEGORY	5	DEF	262	.	Resistance	SPECIAL ABILITY	Stun time -20%	ITEMS DROPPED	Blessing Orb /Windmaster Talisman: Nimble
STAGGER RECOVERY RATE	-55%	ARTE DEF	232	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.85	FOCUS	1692	.	Weakness				

Dryad

Location: Volgran Forest

LEVEL	40	ATK	967	.	Weakness	ATTACK TYPE	—	EXP	3308
HP	18,275	ARTE ATK	1633	.	—	POWER LINK	—	GALD	3412
WEIGHT CATEGORY	5	DEF	490	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	661	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.53	FOCUS	949	.	Resistance				

Duhvision

Location: Weylish Ruins

LEVEL	45	ATK	4262	.	Resistance	ATTACK TYPE	—	EXP	3038
HP	19,401	ARTE ATK	3655	.	Resistance	POWER LINK	—	GALD	4182
WEIGHT CATEGORY	4	DEF	369	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	465	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×4.14	FOCUS	1290	.	—				

Dullahan

Location: Guinevere, Shrine of the Wind Trial

LEVEL	47	ATK	2905	.	Weakness	ATTACK TYPE	—	EXP	3354
HP	16,247	ARTE ATK	1859	.	Weakness	POWER LINK	—	GALD	3624
WEIGHT CATEGORY	6	DEF	452	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	685	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.88	FOCUS	1264	.	—				

Dumpus

Location: Aifread's Hunting Ground

LEVEL	35	ATK	521	.	—	ATTACK TYPE	Area	EXP	53
HP	3721	ARTE ATK	350	.	—	POWER LINK	Kraken (+50%)	GALD	115
WEIGHT CATEGORY	3	DEF	216	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Umbrella Lance (Umbrellas)
STAGGER RECOVERY RATE	0%	ARTE DEF	244	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.18	FOCUS	308	.	—				

Duoblock

Location: The Calix VI

LEVEL	122	ATK	5410	.	—	ATTACK TYPE	—	EXP	11,335
HP	88,832	ARTE ATK	3810	.	Resistance	POWER LINK	—	GALD	70,741
WEIGHT CATEGORY	6	DEF	1124	.	Resistance	SPECIAL ABILITY	SC automatic recovery rate +40%	ITEMS DROPPED	Ancient Orb: Li
STAGGER RECOVERY RATE	-90%	ARTE DEF	1061	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.78	FOCUS	3086	.	Resistance				

Duobomb

Location: Trizolde Cave

LEVEL	44	ATK	408	.	—	ATTACK TYPE	Warp	EXP	44
HP	3971	ARTE ATK	368	.	—	POWER LINK	—	GALD	142
WEIGHT CATEGORY	2	DEF	290	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	265	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×0.73	FOCUS	265	.	—				

Dusk Bat

Location: Malory, the Patinal Forest

LEVEL	24	ATK	144	.	—	ATTACK TYPE	Sneaky	EXP	19
HP	1033	ARTE ATK	215	.	—	POWER LINK	—	GALD	28
WEIGHT CATEGORY	1	DEF	113	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Umbrella (Umbrellas)
STAGGER RECOVERY RATE	0%	ARTE DEF	117	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.47	FOCUS	131	.	—				

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Enemies
E-G

Eagle

Location: Falkewin Hillside

LEVEL	10	**ATK**	126	—	**ATTACK TYPE**	Sneaky	**EXP**	15
HP	628	**ARTE ATK**	133	—	**POWER LINK**	—	**GALD**	18
WEIGHT CATEGORY	2	**DEF**	83	Weakness	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Amber Boots (Shoes)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	76	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.84	**FOCUS**	165	—				

Echidna

Location: Vivia Subterranean Aqueduct

LEVEL	13	ATK	902	.	—	ATTACK TYPE	—	EXP	1350
HP	3393	ARTE ATK	1211	.	—	POWER LINK	—	GALD	591
WEIGHT CATEGORY	4	DEF	142	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-35%	ARTE DEF	293	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.48	FOCUS	369	.	Resistance				

Eizen (1)

Location: Rayfalke Spiritcrest

LEVEL	80	ATK	3705	.	Resistance	ATTACK TYPE	—	EXP	0
HP	56,122	ARTE ATK	2289	.	Resistance	POWER LINK	—	GALD	0
WEIGHT CATEGORY	7	DEF	938	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	−99%	ARTE DEF	900	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.6	FOCUS	3443	.	—				

Eizen (2)

Location: Rayfalke Spiritcrest

LEVEL	80	ATK	2413	.	Resistance	ATTACK TYPE	—	EXP	7076
HP	68,617	ARTE ATK	1251	.	Resistance	POWER LINK	—	GALD	40,167
WEIGHT CATEGORY	7	DEF	472	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Ancient Orb: Kun
STAGGER RECOVERY RATE	-80%	ARTE DEF	1902	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	3723	.	—				

Elder Treant

Location: Rayfalke Spiritcrest

LEVEL	56	ATK	738	.	—	ATTACK TYPE	Area	EXP	117
HP	8375	ARTE ATK	568	.	Resistance	POWER LINK	—	GALD	601
WEIGHT CATEGORY	4	DEF	384	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Genius's Staff (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	860	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.02	FOCUS	556	.	Resistance				

Elephant

Location: Zaphgott Moor

LEVEL	43	ATK	815	.	Resistance	ATTACK TYPE	Breath	EXP	121
HP	7736	ARTE ATK	511	.	—	POWER LINK	—	GALD	363
WEIGHT CATEGORY	5	DEF	305	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Pendulum (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	243	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.66	FOCUS	720	.	Weakness				

Euryale

Location: Plitzerback Wetland

LEVEL	57	ATK	1240	.	—	ATTACK TYPE	—	EXP	4371
HP	27,767	ARTE ATK	2277	.	Resistance	POWER LINK	Stheno (-65%)	GALD	10,070
WEIGHT CATEGORY	5	DEF	522	.	—	SPECIAL ABILITY	Stun time of non-elemental attacks +4 seconds	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	1525	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.68	FOCUS	1992	.	Resistance				

Evil Plantasm

Location: Bors Ruins

LEVEL	19	ATK	951	.	Weakness	ATTACK TYPE	—	EXP	1692
HP	4775	ARTE ATK	1518	.	Resistance	POWER LINK	—	GALD	831
WEIGHT CATEGORY	5	DEF	196	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-35%	ARTE DEF	546	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.53	FOCUS	778	.	—				

Extremist (1) (Alisha's Story)

Location: Marlind, the City of the Great Tree

LEVEL	70	ATK	1463	—	ATTACK TYPE	—	EXP	56
HP	8431	ARTE ATK	673	—	POWER LINK	—	GALD	776
WEIGHT CATEGORY	3	DEF	323	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	455	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.55	FOCUS	375	—				

Extremist (2) (Alisha's Story)

Location: Lastonbell, City of Artisans

LEVEL	70	ATK	836	—	ATTACK TYPE	—	EXP	53
HP	6818	ARTE ATK	399	—	POWER LINK	—	GALD	724
WEIGHT CATEGORY	3	DEF	323	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-55%	ARTE DEF	593	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.4	FOCUS	398	—				

Extremist (3) (Alisha's Story)

Location: Glaivend Basin

LEVEL	70	ATK	1622	—	ATTACK TYPE	—	EXP	60
HP	8553	ARTE ATK	1116	—	POWER LINK	—	GALD	828
WEIGHT CATEGORY	3	DEF	328	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	−60%	ARTE DEF	328	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.47	FOCUS	398	—				

Extremist (4) (Alisha's Story)

Location: Cornic Sealed Cave

LEVEL	70	ATK	836	—	ATTACK TYPE	—	EXP	53
HP	7575	ARTE ATK	399	—	POWER LINK	—	GALD	724
WEIGHT CATEGORY	3	DEF	323	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-55%	ARTE DEF	593	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.4	FOCUS	398	—				

Extremist (5) (Alisha's Story)

Location: Lastonbell, City of Artisans

LEVEL	70	ATK	836	—	ATTACK TYPE		EXP	53
HP	7575	ARTE ATK	399	—	POWER LINK	—	GALD	724
WEIGHT CATEGORY	3	DEF	323	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-55%	ARTE DEF	593	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.4	FOCUS	398	—				

Extremist (6) (Alisha's Story)

Location: Cornic Sealed Cave

LEVEL	70	ATK	836	—	ATTACK TYPE	—	EXP	53
HP	7575	ARTE ATK	399	—	POWER LINK	—	GALD	724
WEIGHT CATEGORY	3	DEF	323	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-55%	ARTE DEF	593	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.4	FOCUS	398	—				

Fafnir

Location: The Calix VII

LEVEL	132	ATK	4234	.	Resistance	ATTACK TYPE	—	EXP	11,405
HP	85,857	ARTE ATK	2161	.	Resistance	POWER LINK	—	GALD	71,341
WEIGHT CATEGORY	7	DEF	1196	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Ancient Orb-Ushitora
STAGGER RECOVERY RATE	-90%	ARTE DEF	2405	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x3.35	FOCUS	5101	.	Resistance				

Fairy

Location: Morgause, Shrine of the Earth Trial

LEVEL	36	ATK	386	.	Weakness	ATTACK TYPE	Support	EXP	44
HP	2792	ARTE ATK	548	.	Resistance	POWER LINK	—	GALD	106
WEIGHT CATEGORY	1	DEF	146	.	—	SPECIAL ABILITY	When BG is 0, BG automatic recovery rate +200%	ITEMS DROPPED	Feldspar Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	409	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.68	FOCUS	510	.	Resistance				

Female Assassin

Location: Falkewin Hillside

LEVEL	14	ATK	645	.	Resistance	ATTACK TYPE	—	EXP	0
HP	2626	ARTE ATK	587	.	—	POWER LINK	—	GALD	2000
WEIGHT CATEGORY	3	DEF	234	.	—	SPECIAL ABILITY	All SC consumption is halved	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	261	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x3.1	FOCUS	707	.	—				

Femt Leech

Location: The Calix VI

LEVEL	100	ATK	1066	.	Resistance	ATTACK TYPE	—	EXP	63
HP	8945	ARTE ATK	305	.	Resistance	POWER LINK	—	GALD	1148
WEIGHT CATEGORY	1	DEF	405	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Lost Parlance (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	457	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.84	FOCUS	630	.	—				

Flame Roller

Location: Igraine, Shrine of the Fire Trial

LEVEL	31	ATK	266	.	—	ATTACK TYPE	Charge	EXP	37
HP	2325	ARTE ATK	393	.	—	POWER LINK	—	GALD	69
WEIGHT CATEGORY	2	DEF	344	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole Circlet (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	237	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x0.68	FOCUS	226	.	Resistance				

Forest Plantus

Location: Volgran Forest

LEVEL	19	ATK	191	.	Resistance	ATTACK TYPE	Pierce	EXP	32
HP	1373	ARTE ATK	171	.	—	POWER LINK	—	GALD	40
WEIGHT CATEGORY	2	DEF	183	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Rune Crest (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	163	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.81	FOCUS	192	.	—				

Freezillo

Location: The Calix VI

LEVEL	100	ATK	1030	.	—	ATTACK TYPE	Charge	EXP	89
HP	14,618	ARTE ATK	729	.	Resistance	POWER LINK	—	GALD	1627
WEIGHT CATEGORY	2	DEF	1067	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Moebius Trance (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	346	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.73	FOCUS	840	.	—				

Fury Wolf

Location: The Calix VIII

LEVEL	120	ATK	2712	.	—	ATTACK TYPE	Charge	EXP	113
HP	22,551	ARTE ATK	609	.	Resistance	POWER LINK	—	GALD	2119
WEIGHT CATEGORY	2	DEF	568	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Bloodied Sword (Ritual Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	487	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.54	FOCUS	680	.	Resistance				

Fuseface

Location: Pendrago, the Blessed Capital

LEVEL	50	ATK	965	.	—	ATTACK TYPE	—	EXP	4950
HP	10,705	ARTE ATK	548	.	—	POWER LINK	—	GALD	16,790
WEIGHT CATEGORY	7	DEF	304	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-99%	ARTE DEF	303	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.46	FOCUS	578	.	—				

Ganesha

Location: The Calix VII

LEVEL	110	ATK	2408	.	Resistance	ATTACK TYPE	Breath	EXP	196
HP	27,648	ARTE ATK	1245	.	—	POWER LINK	—	GALD	3628
WEIGHT CATEGORY	5	DEF	812	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Brilliant Star (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	515	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.69	FOCUS	1097	.	Resistance				

Gargoyle

Location: Guinevere, Shrine of the Wind Trial

LEVEL	40	ATK	486	.	—	ATTACK TYPE	Adaptive	EXP	86
HP	3912	ARTE ATK	1192	.	Weakness	POWER LINK	—	GALD	240
WEIGHT CATEGORY	4	DEF	215	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Pure White Veil (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	625	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.96	FOCUS	1107	.	—				

Garuda

Location: Artorius' Throne

LEVEL	62	ATK	810	.	Weakness	ATTACK TYPE	Super Jump	EXP	88
HP	8686	ARTE ATK	957	.	Resistance	POWER LINK	—	GALD	675
WEIGHT CATEGORY	3	DEF	407	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Helmwige (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	340	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.8	FOCUS	566	.	Resistance				

General Landon

Location: Glaivend Basin

LEVEL	22	ATK	694	.	Weakness	ATTACK TYPE	—	EXP	2390
HP	9901	ARTE ATK	275	.	Resistance	POWER LINK	—	GALD	1335
WEIGHT CATEGORY	5	DEF	141	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-35%	ARTE DEF	132	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.96	FOCUS	437	.	—				

Geo Roller

Location: Malory, the Patinal Forest

LEVEL	24	ATK	337	.	—	ATTACK TYPE	Charge	EXP	31
HP	1782	ARTE ATK	295	.	—	POWER LINK	—	GALD	46
WEIGHT CATEGORY	2	DEF	214	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Circlet (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	137	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.1	FOCUS	189	.	—				

Ghost

Location: Arctus Ruins

LEVEL	48	ATK	628	.	Weakness	ATTACK TYPE	Barrier	EXP	54
HP	3832	ARTE ATK	717	.	Weakness	POWER LINK	—	GALD	148
WEIGHT CATEGORY	1	DEF	292	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Symphonic Sheet (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	340	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.82	FOCUS	327	.	Resistance				

Ghoul

Location: Arctus Ruins

LEVEL	47	ATK	509	.	Weakness	ATTACK TYPE	Counterattack	EXP	41
HP	3117	ARTE ATK	445	.	—	POWER LINK	—	GALD	115
WEIGHT CATEGORY	3	DEF	243	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Jasper Soul (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	274	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.68	FOCUS	325	.	Weakness				

Giant Centipede

Location: Galahad Ruins

LEVEL	10	ATK	121	.	—	ATTACK TYPE	—	EXP	164
HP	1030	ARTE ATK	91	.	Resistance	POWER LINK	—	GALD	144
WEIGHT CATEGORY	4	DEF	130	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	201	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x1.08	FOCUS	225	.	—				

Goblin Ballista

Location: Depths of Mt. Mabinogio Ruins

LEVEL	59	ATK	782	.	—	ATTACK TYPE	Long Range	EXP	50
HP	4396	ARTE ATK	451	.	Resistance	POWER LINK	—	GALD	278
WEIGHT CATEGORY	2	DEF	752	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Exile Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	316	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.02	FOCUS	512	.	—				

Goblin Cannon

Location: The Calix V

LEVEL	95	ATK	1636	.	Resistance	ATTACK TYPE	—	EXP	70
HP	10,619	ARTE ATK	1033	.	Weakness	POWER LINK	—	GALD	1173
WEIGHT CATEGORY	2	DEF	622	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Migratory Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	547	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.37	FOCUS	558	.	Resistance				

Goblin Lord

Location: Westronbolt Gorge

LEVEL	48	ATK	1285	.	Resistance	ATTACK TYPE	—	EXP	2902
HP	10,633	ARTE ATK	944	.	Resistance	POWER LINK	—	GALD	4243
WEIGHT CATEGORY	4	DEF	947	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	536	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.68	FOCUS	2035	.	—				

Goblin Shooter

Location: Meadow of Triumph

LEVEL	24	ATK	365	.	—	ATTACK TYPE	Long Range	EXP	21
HP	1214	ARTE ATK	215	.	—	POWER LINK	—	GALD	31
WEIGHT CATEGORY	2	DEF	279	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	230	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.19	FOCUS	189	.	—				

Goblin Sniper

Location: Westronbolt Gorge

LEVEL	38	ATK	592	.	Resistance	ATTACK TYPE	Long Range	EXP	36
HP	2578	ARTE ATK	444	.	Weakness	POWER LINK	Goblin Lord (+20%)	GALD	83
WEIGHT CATEGORY	2	DEF	322	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	255	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.37	FOCUS	267	.	—				

Golden Axer

Location: The Calix V

LEVEL	95	ATK	1197	.	Resistance	ATTACK TYPE	Jump	EXP	75
HP	12,623	ARTE ATK	960	.	—	POWER LINK	—	GALD	1443
WEIGHT CATEGORY	2	DEF	345	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Irminsul (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	378	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.95	FOCUS	600	.	—				

Golden Bat

Location: The Calix VII

LEVEL	110	ATK	848	.	Resistance	ATTACK TYPE	Sneaky	EXP	63
HP	10,240	ARTE ATK	481	.	—	POWER LINK	—	GALD	1174
WEIGHT CATEGORY	1	DEF	387	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Scathach Greifon (Umbrellas)
STAGGER RECOVERY RATE	0%	ARTE DEF	531	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×0.63	FOCUS	665	.	Resistance				

Griffin

Location: Biroclef Ridge

LEVEL	36	ATK	2171	.	—	ATTACK TYPE	—	EXP	3506
HP	14,737	ARTE ATK	2050	.	Weakness	POWER LINK	—	GALD	3129
WEIGHT CATEGORY	5	DEF	618	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	−65%	ARTE DEF	406	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.78	FOCUS	1414	.	Resistance				

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Enemies
H-K

Harpy

Location: Rayfalke Spiritcrest

LEVEL	14	ATK	143	—	ATTACK TYPE	Super Jump	EXP	25
HP	1147	ARTE ATK	280	—	POWER LINK	—	GALD	32
WEIGHT CATEGORY	3	DEF	144	—	SPECIAL ABILITY	—	ITEMS DROPPED	Gerhilde (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	174	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×0.74	FOCUS	168	Resistance				

Harpy Go Lucky

Location: Guinevere, Shrine of the Wind Trial

LEVEL	50	ATK	6675	.	Resistance	ATTACK TYPE	—	EXP	4084
HP	29,382	ARTE ATK	3865	.	Resistance	POWER LINK	Wendy (+50%)	GALD	6996
WEIGHT CATEGORY	3	DEF	342	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	440	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×5.49	FOCUS	2210	.	Resistance				

Hawk

Location: Pearloats Pasture

LEVEL	25	ATK	268	.	—	ATTACK TYPE	Sneaky	EXP	32
HP	1964	ARTE ATK	331	.	Weakness	POWER LINK	—	GALD	50
WEIGHT CATEGORY	2	DEF	128	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Cuter Than Cute (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	146	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.84	FOCUS	297	.	Resistance				

Hecatoncheire

Location: Camlann, the Origin Village

LEVEL	80	ATK	3792	.	Weakness	ATTACK TYPE	—	EXP	5738
HP	50,071	ARTE ATK	2010	.	Resistance	POWER LINK	—	GALD	33,902
WEIGHT CATEGORY	6	DEF	658	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Ragged Dagger
STAGGER RECOVERY RATE	-85%	ARTE DEF	1315	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x2.8	FOCUS	3828	.	Resistance				

Heldalf (1)

Location: Cambria Caverns

LEVEL	78	ATK	2171	.	—	ATTACK TYPE	—	EXP	0
HP	50,247	ARTE ATK	1408	.	Resistance	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	970	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-85%	ARTE DEF	1047	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	2318	.	Resistance				

Heldalf (2)

Location: Aifread's Hunting Ground

LEVEL	80	ATK	888	.	Resistance	ATTACK TYPE	—	EXP	0
HP	52,340	ARTE ATK	565	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	833	.	Weakness	SPECIAL ABILITY	Cannot be poisoned	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	646	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	2499	.	—				

Heldalf (3)

Location: Artorius' Throne

LEVEL	80	ATK	1950	.	Resistance	ATTACK TYPE	—	EXP	0
HP	52,340	ARTE ATK	1486	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	800	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	889	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x2.5	FOCUS	3162	.	—				

Heldalf (4)

Location: Artorius' Throne

LEVEL	80	ATK	897	.	Resistance	ATTACK TYPE	—	EXP	0
HP	21,935	ARTE ATK	594	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	527	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-60%	ARTE DEF	936	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.15	FOCUS	1352	.	—				

Hell Harpy

Location: The Calix VII

LEVEL	110	ATK	1172	.	—	ATTACK TYPE	—	EXP	138
HP	22,528	ARTE ATK	2117	.	Weakness	POWER LINK	—	GALD	2561
WEIGHT CATEGORY	3	DEF	637	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Flare Tiara (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	618	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.74	FOCUS	1070	.	—				

Hell Lady

Location: Artorius' Throne

LEVEL	62	ATK	494	.	—	ATTACK TYPE	Adaptive	EXP	101
HP	8328	ARTE ATK	898	.	Resistance	POWER LINK	—	GALD	737
WEIGHT CATEGORY	3	DEF	370	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Athena's Hairband (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	700	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x0.61	FOCUS	496	.	—				

Hellion Ooze

Location: Ladylake, the Aquapolis

LEVEL	8	ATK	92		—	ATTACK TYPE	Shoot	EXP	7
HP	223	ARTE ATK	47		—	POWER LINK	—	GALD	8
WEIGHT CATEGORY	1	DEF	79		—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	61		—				
CHANCE OF INFLICTING STATUS EFFECT	×0.72	FOCUS	69		—				

Hellionized Rolance Spearman

Location: Glaivend Basin

LEVEL	18	ATK	197	—	ATTACK TYPE	—	EXP	22
HP	1168	ARTE ATK	140	—	POWER LINK	—	GALD	33
WEIGHT CATEGORY	4	DEF	108	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	195	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.83	FOCUS	191	—				

Hellionized Rolance Swordsman

Location: Glaivend Basin

LEVEL	18	ATK	197	—	ATTACK TYPE	—	EXP	22
HP	1168	ARTE ATK	140	—	POWER LINK	—	GALD	33
WEIGHT CATEGORY	4	DEF	108	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	195	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.83	FOCUS	191	—				

Hippogriff

Location: Artorius' Throne

LEVEL	80	ATK	4171	.	—	ATTACK TYPE	—	EXP	7076
HP	57,181	ARTE ATK	2604	.	Weakness	POWER LINK	—	GALD	40,167
WEIGHT CATEGORY	5	DEF	997	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb /Worn Out Pendulum
STAGGER RECOVERY RATE	-85%	ARTE DEF	983	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x3.85	FOCUS	4315	.	Resistance				

Horus

Location: Falkewin Hillside

LEVEL	24	ATK	2043	.	—	ATTACK TYPE	—	EXP	2045
HP	9093	ARTE ATK	2434	.	Resistance	POWER LINK	—	GALD	1223
WEIGHT CATEGORY	3	DEF	256	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	225	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x3.33	FOCUS	688	.	Resistance				

Hound Dog

Location: Marlind, the City of the Great Tree

LEVEL	17	ATK	450	.	—	ATTACK TYPE	—	EXP	261
HP	2303	ARTE ATK	173	.	Resistance	POWER LINK	—	GALD	251
WEIGHT CATEGORY	3	DEF	238	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-20%	ARTE DEF	176	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.99	FOCUS	251	.	—				

Hundrepede

Location: Lefay, Shrine of the Water Trial

LEVEL	37	ATK	458	.	—	ATTACK TYPE	Long Reach	EXP	35
HP	2622	ARTE ATK	309	.	Weakness	POWER LINK	—	GALD	84
WEIGHT CATEGORY	2	DEF	236	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Dagger (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	231	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.98	FOCUS	188	.	Resistance				

Hydra

Location: Depths of Mt. Mabinogio Ruins

LEVEL	59	ATK	1495	.	Weakness	ATTACK TYPE	Area	EXP	131
HP	8793	ARTE ATK	1230	.	Resistance	POWER LINK	—	GALD	858
WEIGHT CATEGORY	4	DEF	344	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Hyper Velocity Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	717	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x1.56	FOCUS	892	.	Resistance				

Hyphant

Location: Zaphgott Moor

LEVEL	53	ATK	10182	.	—	ATTACK TYPE	—	EXP	5177
HP	37,796	ARTE ATK	3175	.	Resistance	POWER LINK	—	GALD	10,047
WEIGHT CATEGORY	5	DEF	434	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	296	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×7.47	FOCUS	1723	.	—				

Illuyankas

Location: The Calix III

LEVEL	105	ATK	3332	.	Resistance	ATTACK TYPE	—	EXP	8828
HP	80,014	ARTE ATK	3695	.	—	POWER LINK	—	GALD	53,636
WEIGHT CATEGORY	5	DEF	1086	.	—	SPECIAL ABILITY	Successful stun restores SC +50	ITEMS DROPPED	Ancient Orb: Zhen
STAGGER RECOVERY RATE	-85%	ARTE DEF	1486	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.93	FOCUS	5405	.	Resistance				

Immortus

Location: The Calix III

LEVEL	85	ATK	988	.	Weakness	ATTACK TYPE	—	EXP	59
HP	7845	ARTE ATK	693	.	Resistance	POWER LINK	—	GALD	792
WEIGHT CATEGORY	3	DEF	376	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Scrapulum (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	426	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.68	FOCUS	383	.	Resistance				

Jade (1)

Location: The Calix IV

LEVEL	115	ATK	2144	.	Resistance	ATTACK TYPE	—	EXP	8280
HP	26,248	ARTE ATK	2556	.	—	POWER LINK	—	GALD	52,173
WEIGHT CATEGORY	3	DEF	1013	.	Resistance	SPECIAL ABILITY	Iron stance while casting +1	ITEMS DROPPED	Ancient Orb: Xun
STAGGER RECOVERY RATE	-80%	ARTE DEF	2021	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.9	FOCUS	4104	.	Resistance				

Jade (2)

Location: The Calix VIII

LEVEL	150	ATK	3384	.	Resistance	ATTACK TYPE	—	EXP	11,160
HP	84,720	ARTE ATK	3855	.	—	POWER LINK	Sophie (-80%)	GALD	37,615
WEIGHT CATEGORY	3	DEF	1840	.	Resistance	SPECIAL ABILITY	Iron stance while casting +2	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-90%	ARTE DEF	1797	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.9	FOCUS	3622	.	Resistance				

Kadru (Alisha's Story

Location: Elaine Ruins

LEVEL	80	ATK	2653	.	—	ATTACK TYPE	—	EXP	5929
HP	38,348	ARTE ATK	1561	.	—	POWER LINK	—	GALD	33,165
WEIGHT CATEGORY	5	DEF	986	.	Weakness	SPECIAL ABILITY	Iron stances while casting +2	ITEMS DROPPED	Adamant Ribbon
STAGGER RECOVERY RATE	-72%	ARTE DEF	2330	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×3.68	FOCUS	2273	.	—				

Killer Cougar

Location: The Calix VIII

LEVEL	120	ATK	2126	.	Resistance	ATTACK TYPE	Jump	EXP	206
HP	33,827	ARTE ATK	748	.	Resistance	POWER LINK	—	GALD	3884
WEIGHT CATEGORY	4	DEF	540	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Moebius Trance (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	980	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.42	FOCUS	1901	.	Resistance				

King Cobra

Location: The Calix II

LEVEL	80	ATK	494	.	Resistance	ATTACK TYPE	Long Reach	EXP	64
HP	9228	ARTE ATK	821	.	Resistance	POWER LINK	—	GALD	1106
WEIGHT CATEGORY	2	DEF	267	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Ephemeral Wing (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	720	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.48	FOCUS	754	.	Weakness				

King Peacock

Location: Malory, the Patinal Forest

LEVEL	34	ATK	3404	.	Resistance	ATTACK TYPE	—	EXP	2633
HP	13,127	ARTE ATK	2067	.	—	POWER LINK	—	GALD	2045
WEIGHT CATEGORY	3	DEF	386	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb / Peacock Feather
STAGGER RECOVERY RATE	-45%	ARTE DEF	277	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×4.41	FOCUS	1200	.	Resistance				

Knight Arthur

Location: Dumnonia Museum

LEVEL	17	ATK	1040	.	Weakness	ATTACK TYPE	—	EXP	1172
HP	7621	ARTE ATK	721	.	—	POWER LINK	—	GALD	538
WEIGHT CATEGORY	5	DEF	483	.	Weakness	SPECIAL ABILITY	ATK +4%	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-35%	ARTE DEF	226	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.68	FOCUS	548	.	—				

Kraken

Location: Great Camelot Bridge

LEVEL	48	ATK	1826	.	Resistance	ATTACK TYPE	—	EXP	3416
HP	13,684	ARTE ATK	1420	.	Weakness	POWER LINK	Octopus (+20%)	GALD	5411
WEIGHT CATEGORY	6	DEF	729	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	435	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.14	FOCUS	1662	.	Resistance				

Kylvern

Location: The Calix IV

LEVEL	90	ATK	2513	.	—	ATTACK TYPE	Breath	EXP	252
HP	27,857	ARTE ATK	1503	.	Resistance	POWER LINK	—	GALD	4404
WEIGHT CATEGORY	5	DEF	671	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Brilliant Star (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	528	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.02	FOCUS	2487	.	Resistance				

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Enemies
L-M

Lamia

Location: Vivia Subterranean Aqueduct

LEVEL	12	**ATK**	104 . —	**ATTACK TYPE**	Adaptive	**EXP**	23
HP	1050	**ARTE ATK**	268 . —	**POWER LINK**	—	**GALD**	27
WEIGHT CATEGORY	3	**DEF**	103 . Resistance	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Hairband (Hairbands)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	156 . —				
CHANCE OF INFLICTING STATUS EFFECT	×0.61	**FOCUS**	157 . Weakness				

Lava Atlas

Location: The Calix III

LEVEL	85	ATK	1744	.	—	ATTACK TYPE	—	EXP	149
HP	13,853	ARTE ATK	777	.	Resistance	POWER LINK	—	GALD	2297
WEIGHT CATEGORY	5	DEF	710	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Zero Impact Vest (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	848	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.5	FOCUS	966	.	Resistance				

Leech

Location: Galahad Ruins

LEVEL	9	ATK	117	.	—	ATTACK TYPE	Shoot	EXP	9
HP	317	ARTE ATK	48	.	—	POWER LINK	—	GALD	11
WEIGHT CATEGORY	1	DEF	70	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amber Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	71	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.84	FOCUS	84	.	—				

Leecher Leech

Location: Biroclef Ridge

LEVEL	30	ATK	318	.	—	ATTACK TYPE	Shoot	EXP	25
HP	1431	ARTE ATK	120	.	—	POWER LINK	—	GALD	46
WEIGHT CATEGORY	1	DEF	207	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	169	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.84	FOCUS	210	.	—				

Legendary Wyvern

Location: Plitzerback Wetland

LEVEL	55	ATK	5535	.	—	ATTACK TYPE	—	EXP	5265
HP	29,030	ARTE ATK	3363	.	Resistance	POWER LINK	—	GALD	11,170
WEIGHT CATEGORY	6	DEF	703	.	Resistance	SPECIAL ABILITY	35% chance of wind element damage being reduced to 1	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-70%	ARTE DEF	618	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×5.2	FOCUS	3690	.	—				

Living Armor

Location: Pendrago Shrinechurch

LEVEL	33	ATK	674	.	—	ATTACK TYPE	Weapon	EXP	52
HP	2868	ARTE ATK	596	.	—	POWER LINK	—	GALD	106
WEIGHT CATEGORY	4	DEF	494	.	Weakness	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Dragon Tail (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	219	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.62	FOCUS	523	.	Weakness				

Lizard Priest

Location: Pendrago Shrinechurch

LEVEL	33	ATK	463	.	Weakness	ATTACK TYPE	Weapon	EXP	36
HP	2430	ARTE ATK	570	.	—	POWER LINK	—	GALD	69
WEIGHT CATEGORY	4	DEF	375	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Accurizer (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	156	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.89	FOCUS	264	.	Resistance				

Lizard Warrior

Location: Glaivend Basin

LEVEL	50	ATK	864	.	Weakness	ATTACK TYPE	Weapon	EXP	56
HP	4436	ARTE ATK	575	.	—	POWER LINK	—	GALD	224
WEIGHT CATEGORY	4	DEF	378	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Topaz Sword (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	240	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.08	FOCUS	579	.	Resistance				

Lizardman

Location: Glaivend Basin

LEVEL	18	ATK	256	.	—	ATTACK TYPE	Weapon	EXP	22
HP	1086	ARTE ATK	240	.	—	POWER LINK	—	GALD	27
WEIGHT CATEGORY	4	DEF	186	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Azure Blue (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	133	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.08	FOCUS	269	.	—				

Lunarre (1)

Location: Pendrago, the Blessed Capital

LEVEL	41	ATK	643	—	ATTACK TYPE	—	EXP	108
HP	7706	ARTE ATK	511	—	POWER LINK	—	GALD	364
WEIGHT CATEGORY	3	DEF	400	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	380	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.24	FOCUS	676	—				

Lunarre (2)

Location: Pendrago, the Blessed Capital

LEVEL	60	ATK	1816	—	ATTACK TYPE	—	EXP	4924
HP	29,790	ARTE ATK	1255	—	POWER LINK	—	GALD	13,599
WEIGHT CATEGORY	3	DEF	662	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	778	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.1	FOCUS	2176	Resistance				

Lycan Coyote

Location: The Calix VI

LEVEL	100	ATK	2723	.	—	ATTACK TYPE	—	EXP	116
HP	21,600	ARTE ATK	543	.	Resistance	POWER LINK	—	GALD	2201
WEIGHT CATEGORY	3	DEF	436	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Migratory Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	514	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.93	FOCUS	875	.	Resistance				

Lycanthrope

Location: Zaphgott Moor

LEVEL	43	ATK	1052	.	—	ATTACK TYPE	Jump	EXP	63
HP	5759	ARTE ATK	365	.	Weakness	POWER LINK	—	GALD	203
WEIGHT CATEGORY	3	DEF	194	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	282	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.93	FOCUS	423	.	Resistance				

Male Assassin

Location: Rayfalke Spiritcrest

LEVEL	14	ATK	227	—	ATTACK TYPE	—	EXP	0
HP	1408	ARTE ATK	137	—	POWER LINK	—	GALD	1500
WEIGHT CATEGORY	3	DEF	178	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-30%	ARTE DEF	122	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.18	FOCUS	217	—				

Maltran

Location: Bors Ruins

LEVEL	61	ATK	1432	Resistance	ATTACK TYPE	—	EXP	4505
HP	27,261	ARTE ATK	1154	—	POWER LINK	—	GALD	13,083
WEIGHT CATEGORY	4	DEF	605	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	672	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x2.5	FOCUS	2455	—				

Maltran (Alisha's Story)

Location: Cornic Sealed Cave

LEVEL	80	ATK	1679	.	Weakness	ATTACK TYPE	—	EXP	6248
HP	65,350	ARTE ATK	875	.	Resistance	POWER LINK	—	GALD	36,113
WEIGHT CATEGORY	4	DEF	877	.	—	SPECIAL ABILITY	Combo +2	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-70%	ARTE DEF	900	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.6	FOCUS	2550	.	Weakness				

Mammoth

Location: Artorius' Throne

LEVEL	64	ATK	1254	.	Resistance	ATTACK TYPE	Breath	EXP	174
HP	14,114	ARTE ATK	918	.	Weakness	POWER LINK	—	GALD	1434
WEIGHT CATEGORY	5	DEF	472	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Corundum Lore (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	305	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.66	FOCUS	828	.	—				

Managarmr

Location: Lakehaven Heights

LEVEL	19	ATK	3268	.	—	ATTACK TYPE	—	EXP	1962
HP	9916	ARTE ATK	788	.	Resistance	POWER LINK	—	GALD	986
WEIGHT CATEGORY	4	DEF	386	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	146	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×6.57	FOCUS	698	.	Resistance				

Maneater

Location: Remains of Merchior

LEVEL	64	ATK	8933	.	Resistance	ATTACK TYPE	—	EXP	4709
HP	39,053	ARTE ATK	4147	.	Resistance	POWER LINK	—	GALD	16,266
WEIGHT CATEGORY	3	DEF	467	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	727	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×6.26	FOCUS	2674	.	Resistance				

Marmot

Location: Falkewin Hillside

LEVEL	10	ATK	109	—		ATTACK TYPE	Warp	EXP	12
HP	576	ARTE ATK	141	Weakness		POWER LINK	—	GALD	15
WEIGHT CATEGORY	2	DEF	112	—		SPECIAL ABILITY	—	ITEMS DROPPED	Amber Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	70	—					
CHANCE OF INFLICTING STATUS EFFECT	×0.73	FOCUS	81	—					

Mayvin

Location: Lohgrin, the Tower Remains

LEVEL	56	ATK	898	—		ATTACK TYPE	—	EXP	0
HP	24,357	ARTE ATK	628	—		POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	694	—		SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-75%	ARTE DEF	773	—					
CHANCE OF INFLICTING STATUS EFFECT	×3.1	FOCUS	2269	—					

Medusa

Location: Pendrago Shrinechurch

LEVEL	39	ATK	1345	.	—	ATTACK TYPE	—	EXP	3399
HP	20,195	ARTE ATK	1547	.	—	POWER LINK	—	GALD	3365
WEIGHT CATEGORY	5	DEF	407	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	780	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.73	FOCUS	2030	.	Weakness				

Merciless Plantus

Location: Plitzerback Wetland

LEVEL	45	ATK	463	.	—	ATTACK TYPE	Pierce	EXP	66
HP	5037	ARTE ATK	445	.	Weakness	POWER LINK	—	GALD	222
WEIGHT CATEGORY	2	DEF	275	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Quartz Tiara (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	322	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.81	FOCUS	400	.	—				

Midgard Serpent

Location: The Calix III

LEVEL	85	ATK	887	.	Weakness	ATTACK TYPE	Adaptive	EXP	113
HP	16,190	ARTE ATK	1348	.	Resistance	POWER LINK	—	GALD	1901
WEIGHT CATEGORY	3	DEF	456	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Hera's Matrimony (Hairbands)
STAGGER RECOVERY RATE	0%	ARTE DEF	729	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.61	FOCUS	633	.	Resistance				

Millionpede

Location: Biroclef Ridge

LEVEL	40	ATK	4805	.	Resistance	ATTACK TYPE	—	EXP	3375
HP	18,641	ARTE ATK	1803	.	Resistance	POWER LINK	—	GALD	3594
WEIGHT CATEGORY	4	DEF	662	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-50%	ARTE DEF	254	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×5	FOCUS	1806	.	Weakness				

Mimic Giant

Location: Sometimes Disguised as Treasure Chests (requires party member level 76+)

LEVEL	75	ATK	3658	.	Resistance	ATTACK TYPE	Swing	EXP	5280
HP	45,136	ARTE ATK	1530	.	Weakness	POWER LINK	—	GALD	28,985
WEIGHT CATEGORY	5	DEF	601	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Random
STAGGER RECOVERY RATE	0%	ARTE DEF	1354	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.28	FOCUS	2290	.	Resistance				

Mimic Spider

Location: Sometimes Disguised as Treasure Chests

LEVEL	15	ATK	430	.	Resistance	ATTACK TYPE	Super Jump	EXP	1305
HP	4084	ARTE ATK	357	.	Resistance	POWER LINK	—	GALD	605
WEIGHT CATEGORY	3	DEF	314	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Random
STAGGER RECOVERY RATE	0%	ARTE DEF	356	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.48	FOCUS	660	.	—				

Mimic Treant

Location: Sometimes Disguised as Treasure Chests (requires party member level 26+)

LEVEL	25	ATK	488	.	Resistance	ATTACK TYPE	Area	EXP	2205
HP	9518	ARTE ATK	803	.	Resistance	POWER LINK	—	GALD	1293
WEIGHT CATEGORY	4	DEF	483	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Random
STAGGER RECOVERY RATE	0%	ARTE DEF	483	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.8	FOCUS	846	.	Resistance				

Mimic Zombie

Location: Sometimes Disguised as Treasure Chests (requires party member level 46+)

LEVEL	45	ATK	1459	.	Resistance	ATTACK TYPE	Counterattack	EXP	3150
HP	14,986	ARTE ATK	825	.	Resistance	POWER LINK	—	GALD	3073
WEIGHT CATEGORY	2	DEF	439	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Random
STAGGER RECOVERY RATE	0%	ARTE DEF	1456	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x3	FOCUS	1364	.	Resistance				

Minotauros

Location: Morgause, Shrine of the Earth Trial

LEVEL	42	ATK	2208	.	—	ATTACK TYPE	—	EXP	3384
HP	21,020	ARTE ATK	967	.	Resistance	POWER LINK	—	GALD	4012
WEIGHT CATEGORY	6	DEF	412	.	—	SPECIAL ABILITY	Earth elemental attack stun time +2 seconds	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	377	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.15	FOCUS	1692	.	Weakness				

Mist Puppeteer

Location: The Calix IV

LEVEL	90	ATK	1020	.	—	ATTACK TYPE	—	EXP	81
HP	10,263	ARTE ATK	875	.	Resistance	POWER LINK	—	GALD	1016
WEIGHT CATEGORY	2	DEF	522	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Lost Parlance (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	489	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.82	FOCUS	618	.	—				

Mountain Troll

Location: Rayfalke Spiritcrest

LEVEL	56	ATK	1095	.	Weakness	ATTACK TYPE	Swing	EXP	121
HP	9843	ARTE ATK	459	.	Resistance	POWER LINK	—	GALD	684
WEIGHT CATEGORY	4	DEF	493	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Extrinsic Sword (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	286	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.21	FOCUS	878	.	Resistance				

Mountain Troll (Boss Hellion)

Location: Rayfalke Spiritcrest

LEVEL	56	ATK	573	.	—	ATTACK TYPE	—	EXP	0
HP	7823	ARTE ATK	320	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	562	.	—	SPECIAL ABILITY	Defense +40%	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	308	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.32	FOCUS	1098	.	—				

Mud Slime

Location: Morgause, Shrine of the Earth Trial

LEVEL	36	ATK	427	.	—	ATTACK TYPE	Shoot	EXP	27
HP	2837	ARTE ATK	178	.	Resistance	POWER LINK	Slimeroot (+100%)	GALD	61
WEIGHT CATEGORY	1	DEF	153	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Garment (Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	374	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.94	FOCUS	251	.	Weakness				

Mythril Gigant

Location: Aroundight Forest

LEVEL	57	ATK	941	.	Resistance	ATTACK TYPE	Swing	EXP	123
HP	7363	ARTE ATK	535	.	Resistance	POWER LINK	—	GALD	642
WEIGHT CATEGORY	5	DEF	747	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Azure Blue (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	606	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.5	FOCUS	876	.	Weakness				

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Enemies
N-R

Naga

Location: Aifread's Hunting Ground

LEVEL	35	**ATK**	353	.	Weakness	**ATTACK TYPE**	Adaptive	**EXP**	50
HP	3419	**ARTE ATK**	566	.	—	**POWER LINK**	—	**GALD**	105
WEIGHT CATEGORY	3	**DEF**	343	.	—	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Demeter Harvest (Hairbands)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	319	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.64	**FOCUS**	255	.	Resistance				

Naught

Location: Arctus Ruins

LEVEL	56	ATK	7813	.	Resistance	ATTACK TYPE	—	EXP	4072
HP	16,405	ARTE ATK	3929	.	—	POWER LINK	—	GALD	6735
WEIGHT CATEGORY	3	DEF	400	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-65%	ARTE DEF	501	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×6.35	FOCUS	2086	.	—				

Nightmare

Location: The Calix VIII

LEVEL	120	ATK	1871	.	Resistance	ATTACK TYPE	Adaptive	EXP	200
HP	27,002	ARTE ATK	1838	.	Resistance	POWER LINK	—	GALD	3766
WEIGHT CATEGORY	4	DEF	546	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Empress Shield (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	980	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.25	FOCUS	3175	.	—				

Nine-Headed Serpent

Location: Cambria Caverns

LEVEL	44	ATK	3941	.	Resistance	ATTACK TYPE	—	EXP	3528
HP	19,732	ARTE ATK	5837	.	—	POWER LINK	—	GALD	4530
WEIGHT CATEGORY	5	DEF	389	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	502	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.92	FOCUS	1852	.	—				

Octobert

Location: Ganglen Ruins

LEVEL	39	ATK	636	.	—	ATTACK TYPE	Area	EXP	58
HP	4342	ARTE ATK	422	.	—	POWER LINK	—	GALD	150
WEIGHT CATEGORY	3	DEF	188	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Pastel Parasol (Umbrellas)
STAGGER RECOVERY RATE	0%	ARTE DEF	263	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.29	FOCUS	374	.	—				

Octopus

Location: Falkewin Hillside

LEVEL	10	ATK	109	.	—	ATTACK TYPE	Area	EXP	14
HP	524	ARTE ATK	175	.	Weakness	POWER LINK	Dumpus (+200%)	GALD	17
WEIGHT CATEGORY	3	DEF	67	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amber Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	171	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.73	FOCUS	155	.	—				

Odin

Location: Camlann, the Origin Village

LEVEL	80	ATK	4537	.	Weakness	ATTACK TYPE	—	EXP	4654
HP	39,180	ARTE ATK	2294	.	Resistance	POWER LINK	—	GALD	25,427
WEIGHT CATEGORY	6	DEF	1244	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Imbued Orb / Languid Sword
STAGGER RECOVERY RATE	-85%	ARTE DEF	788	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	2984	.	—				

Orb-Weaver

Location: Igraine, Shrine of the Fire Trial

LEVEL	31	ATK	258	.	—	ATTACK TYPE	Super Jump	EXP	35
HP	2411	ARTE ATK	367	.	Resistance	POWER LINK	—	GALD	65
WEIGHT CATEGORY	2	DEF	362	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole Umbrella (Umbrellas)
STAGGER RECOVERY RATE	0%	ARTE DEF	143	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.66	FOCUS	185	.	Resistance				

Orc

Location: Vivia Subterranean Aqueduct

LEVEL	12	ATK	331	.	Weakness	ATTACK TYPE	Weapon	EXP	18
HP	931	ARTE ATK	94	.	—	POWER LINK	—	GALD	22
WEIGHT CATEGORY	3	DEF	69	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Hard Shoes (Men's Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	96	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.55	FOCUS	121	.	—				

Orc Farmer

Location: Pearloats Pasture

LEVEL	25	ATK	529	.	—	ATTACK TYPE	Weapon	EXP	32
HP	2264	ARTE ATK	145	.	—	POWER LINK	—	GALD	50
WEIGHT CATEGORY	3	DEF	108	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Spiked Shoes (Men's Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	188	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.66	FOCUS	228	.	—				

Orc Gorilla

Location: The Calix V

LEVEL	95	ATK	2570	.	Weakness	ATTACK TYPE	—	EXP	95
HP	17,231	ARTE ATK	523	.	Resistance	POWER LINK	—	GALD	1714
WEIGHT CATEGORY	4	DEF	320	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Turbulent Shoes (Men's Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	443	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.55	FOCUS	710	.	—				

Orc Groomer

Location: Weylish Ruins

LEVEL	35	ATK	684	.	—	ATTACK TYPE	Weapon	EXP	46
HP	4094	ARTE ATK	220	.	—	POWER LINK	—	GALD	99
WEIGHT CATEGORY	3	DEF	140	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Resistance Shoes (Men's Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	215	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.55	FOCUS	284	.	—				

Orc Kong

Location: Dumnonia Museum

LEVEL	65	ATK	6735	.	Resistance	ATTACK TYPE	—	EXP	5040
HP	32,531	ARTE ATK	2881	.	Resistance	POWER LINK	—	GALD	18,118
WEIGHT CATEGORY	4	DEF	533	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	637	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x4.15	FOCUS	2520	.	Weakness				

Oroboros

Location: Falkewin Hillside

LEVEL	12	ATK	376	.	—	ATTACK TYPE	—	EXP	1199
HP	3387	ARTE ATK	405	.	—	POWER LINK	—	GALD	469
WEIGHT CATEGORY	4	DEF	275	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb /Windmaster Talisman: Gale
STAGGER RECOVERY RATE	-20%	ARTE DEF	291	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x2.2	FOCUS	454	.	Resistance				

Peacock

Location: Meadow of Triumph

LEVEL	24	ATK	337	.	—	ATTACK TYPE	Jump	EXP	24
HP	1550	ARTE ATK	224	.	Weakness	POWER LINK	—	GALD	39
WEIGHT CATEGORY	2	DEF	115	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	170	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.1	FOCUS	177	.	—				

Phantom

Location: Lakehaven Heights

LEVEL	25	ATK	1048	.	Resistance	ATTACK TYPE	—	EXP	672
HP	3191	ARTE ATK	1272	.	Resistance	POWER LINK	—	GALD	610
WEIGHT CATEGORY	3	DEF	365	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-40%	ARTE DEF	410	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	889	.	Weakness				

Phoenix

Location: Igraine, Shrine of the Fire Trial

LEVEL	83	ATK	3449	.	—	ATTACK TYPE	—	EXP	6534
HP	14,612	ARTE ATK	2370	.	Resistance	POWER LINK	—	GALD	38,500
WEIGHT CATEGORY	2	DEF	868	.	—	SPECIAL ABILITY	200% chance of resurrection	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-99%	ARTE DEF	1012	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x3.05	FOCUS	3164	.	Resistance				

Pig Heddin

Location: Vivia Subterranean Aqueduct

LEVEL	12	ATK	126 . —	ATTACK TYPE	Teleport	EXP	10
HP	411	ARTE ATK	157 . —	POWER LINK	—	GALD	9
WEIGHT CATEGORY	3	DEF	79 . —	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Earth Ring (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	97 . Weakness				
CHANCE OF INFLICTING STATUS EFFECT	x0.74	FOCUS	94 . Weakness				

Pill Bug

Location: Trizolde Cave

LEVEL	54	ATK	5203 . —	ATTACK TYPE	—	EXP	3230		
HP	21,565	ARTE ATK	4121 . Resistance	POWER LINK	—	GALD	6550		
WEIGHT CATEGORY	3	DEF	1009 . Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb		
STAGGER RECOVERY RATE	-60%	ARTE DEF	381 . Resistance						
CHANCE OF INFLICTING STATUS EFFECT	×3.74	FOCUS	1704 . Weakness						

Pixie

Location: Dumnonia Museum

LEVEL	15	ATK	139	.	—	ATTACK TYPE	Support	EXP	21
HP	979	ARTE ATK	289	.	—	POWER LINK	—	GALD	27
WEIGHT CATEGORY	1	DEF	138	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Calcite Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	142	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.68	FOCUS	180	.	—				

Plantus

Location: Bors Ruins

LEVEL	18	ATK	192	.	—	ATTACK TYPE	Pierce	EXP	28
HP	1442	ARTE ATK	164	.	—	POWER LINK	—	GALD	38
WEIGHT CATEGORY	2	DEF	140	.	—	SPECIAL ABILITY	Evil Plantasm (+ 20%)	ITEMS DROPPED	Rossweisse (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	156	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.81	FOCUS	184	.	—				

Prickleboar

Location: Elysia Forest

LEVEL	6	ATK	142	.	—	ATTACK TYPE	—	EXP	24
HP	403	ARTE ATK	73	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	2	DEF	88	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Prickleboar Hide
STAGGER RECOVERY RATE	0%	ARTE DEF	77	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.36	FOCUS	182	.	—				

Quetzalcoatl

Location: The Calix V

LEVEL	115	ATK	5526	.	Resistance	ATTACK TYPE	—	EXP	10,260
HP	85,008	ARTE ATK	2961	.	Resistance	POWER LINK	—	GALD	62,832
WEIGHT CATEGORY	6	DEF	1484	.	Weakness	SPECIAL ABILITY	Cannot be staggered if HP is 70% or more	ITEMS DROPPED	Ancient Orb: Kan
STAGGER RECOVERY RATE	-85%	ARTE DEF	924	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×4.35	FOCUS	3960	.	—				

Roc (Alisha's Story)

Location: Elaine Ruins

LEVEL	85	ATK	2664	.	—	ATTACK TYPE	—	EXP	6008
HP	46,568	ARTE ATK	2027	.	Resistance	POWER LINK	—	GALD	35,640
WEIGHT CATEGORY	4	DEF	397	.	Resistance	SPECIAL ABILITY	Chance to inflict Slow +100%	ITEMS DROPPED	Ribbon of Equilibrium
STAGGER RECOVERY RATE	-85%	ARTE DEF	869	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×2.95	FOCUS	4188	.	—				

Rock Giant

Location: Morgause, Shrine of the Earth Trial

LEVEL	36	ATK	818	.	—	ATTACK TYPE	Swing	EXP	74
HP	5233	ARTE ATK	401	.	Resistance	POWER LINK	Stone Colossal (+20%)	GALD	162
WEIGHT CATEGORY	5	DEF	409	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Waistcoat (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	415	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.5	FOCUS	579	.	Weakness				

Rolance Spearsman

Location: Glaivend Basin

LEVEL	18	ATK	171	—	ATTACK TYPE	—	EXP	15
HP	798	ARTE ATK	140	—	POWER LINK	—	GALD	22
WEIGHT CATEGORY	4	DEF	89	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	85	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.72	FOCUS	159	—				

Rolance Swordsman

Location: Glaivend Basin

LEVEL	18	ATK	171	—	ATTACK TYPE	—	EXP	15
HP	798	ARTE ATK	140	—	POWER LINK	—	GALD	22
WEIGHT CATEGORY	4	DEF	89	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	85	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.72	FOCUS	159	—				

Rose (1)

Location: Lakehaven Heights

LEVEL	60	ATK	1953	.	—	ATTACK TYPE	—	EXP	0
HP	33,888	ARTE ATK	1027	.	Resistance	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	838	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-75%	ARTE DEF	831	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.5	FOCUS	2418	.	—				

Rose (2)

Location: Depths of Mt. Mabinogio Ruins

LEVEL	74	ATK	523	.	—	ATTACK TYPE	—	EXP	5451
HP	9450	ARTE ATK	570	.	—	POWER LINK	—	GALD	27,258
WEIGHT CATEGORY	3	DEF	816	.	Resistance	SPECIAL ABILITY	Combo +1	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	538	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.96	FOCUS	877	.	—				

Rose (3)

Location: Depths of Mt. Mabinogio Ruins

LEVEL	75	ATK	824	.	—	ATTACK TYPE	—	EXP	5460
HP	13,582	ARTE ATK	568	.	—	POWER LINK	—	GALD	31,031
WEIGHT CATEGORY	3	DEF	595	.	—	SPECIAL ABILITY	Combo +1	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	584	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.49	FOCUS	1265	.	Resistance				

Rougarou

Location: Lastonbell, City of Artisans

LEVEL	27	ATK	682	—	ATTACK TYPE	—	EXP	80
HP	5201	ARTE ATK	328	—	POWER LINK	—	GALD	157
WEIGHT CATEGORY	3	DEF	203	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	201	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.99	FOCUS	717	—				

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Saber-Toothed Tiger

Location: Guinevere, Shrine of the Wind Trial

LEVEL	40	ATK	929	Weakness	ATTACK TYPE	Jump	EXP	84
HP	5865	ARTE ATK	376	—	POWER LINK	—	GALD	232
WEIGHT CATEGORY	4	DEF	208	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Golden Band (Circlets)
STAGGER RECOVERY RATE	0%	ARTE DEF	197	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.47	FOCUS	891	—				

Salamander

Location: Igraine, Shrine of the Fire Trial

LEVEL	38	ATK	1073	.	—	ATTACK TYPE	—	EXP	2225
HP	11,041	ARTE ATK	650	.	—	POWER LINK	Blazen Wolf (+20%)	GALD	2074
WEIGHT CATEGORY	5	DEF	839	.	Resistance	SPECIAL ABILITY	Cannot be staggered if HP is 70% or more	ITEMS DROPPED	Blessing Orb
STAGGER RECOVERY RATE	-75%	ARTE DEF	661	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×2.98	FOCUS	1404	.	Resistance				

Savage Wolf

Location: Glaivend Basin

LEVEL	18	ATK	339	.	—	ATTACK TYPE	Charge	EXP	26
HP	1406	ARTE ATK	133	.	—	POWER LINK	—	GALD	33
WEIGHT CATEGORY	2	DEF	135	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Azure Blue (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	133	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.43	FOCUS	170	.	Weakness				

Scaled Bird

Location: Meadow of Triumph

LEVEL	24	ATK	347	—	ATTACK TYPE	Breath	EXP	75
HP	3022	ARTE ATK	280	Resistance	POWER LINK	—	GALD	124
WEIGHT CATEGORY	4	DEF	177	—	SPECIAL ABILITY	—	ITEMS DROPPED	Fluoric Pendulum (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	362	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.13	FOCUS	660	Weakness				

Scarlet Needler

Location: The Calix III

LEVEL	85	ATK	1323	Weakness	ATTACK TYPE	Pierce	EXP	63
HP	9514	ARTE ATK	690	Resistance	POWER LINK	—	GALD	1109
WEIGHT CATEGORY	2	DEF	482	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Ephemeral Wing (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	303	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.91	FOCUS	450	—				

Scorpion

Location: Dumnonia Museum

LEVEL	15	ATK	185	.	—	ATTACK TYPE	Pierce	EXP	15
HP	808	ARTE ATK	162	.	—	POWER LINK	—	GALD	20
WEIGHT CATEGORY	2	DEF	134	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Calcite Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	84	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.91	FOCUS	125	.	Weakness				

Scorpstar

Location: Morgause, Shrine of the Earth Trial

LEVEL	36	ATK	453	.	Resistance	ATTACK TYPE	Pierce	EXP	32
HP	2477	ARTE ATK	214	.	—	POWER LINK	—	GALD	73
WEIGHT CATEGORY	2	DEF	244	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Dagger (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	184	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.05	FOCUS	261	.	Weakness				

Scylla

Location: Lefay, Shrine of the Water Trial

LEVEL	37	ATK	406	.	—	ATTACK TYPE	Area	EXP	79
HP	3877	ARTE ATK	751	.	Resistance	POWER LINK	—	GALD	203
WEIGHT CATEGORY	3	DEF	370	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Feldspar Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	402	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.87	FOCUS	610	.	Resistance				

Sergei (1)

Location: Lastonbell, the City of Artisans

LEVEL	25	ATK	366	—		ATTACK TYPE	—	EXP	0
HP	2966	ARTE ATK	262	—		POWER LINK	—	GALD	6
WEIGHT CATEGORY	4	DEF	203	—		SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-65%	ARTE DEF	360	—					
CHANCE OF INFLICTING STATUS EFFECT	×1.15	FOCUS	477	—					

Sergei (2)

Location: Volgran Forest

LEVEL	60	ATK	1026	—	ATTACK TYPE	—	EXP	0
HP	14,131	ARTE ATK	778	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	4	DEF	419	—	SPECIAL ABILITY	Stun time -40%	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-70%	ARTE DEF	414	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.46	FOCUS	878	—				

Serket

Location: Gaferis Ruins

LEVEL	36	ATK	4043	Weakness	ATTACK TYPE	—	EXP	2583
HP	12,969	ARTE ATK	2945	Resistance	POWER LINK	—	GALD	2347
WEIGHT CATEGORY	4	DEF	511	Weakness	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-45%	ARTE DEF	371	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.56	FOCUS	1449	Resistance				

Serpent

Location: Tintagel Ruins

LEVEL	20	ATK	194	.	—	ATTACK TYPE	Long Reach	EXP	24
HP	1385	ARTE ATK	188	.	—	POWER LINK	Armored Centipede (+60%)	GALD	29
WEIGHT CATEGORY	2	DEF	111	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Raider Blade (Raider Blade)
STAGGER RECOVERY RATE	0%	ARTE DEF	183	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.62	FOCUS	231	.	Weakness				

Shadow Alisha

Location: Lakehaven Heights

LEVEL	???	ATK	???	—	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	???	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	???	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	???	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	???	—				

Shadow Edna

Location: Lakehaven Heights

LEVEL	???	ATK	??? —	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	??? —	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	??? —	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	??? —				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	??? —				

Shadow Lailah

Location: Lakehaven Heights

LEVEL	???	ATK	??? —	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	??? —	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	??? —	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	??? —				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	??? —				

Shadow Mikleo

Location: Lakehaven Heights

LEVEL	???	ATK	???	—	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	???	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	???	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	???	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	???	—				

Shadow Rose

Location: Lakehaven Heights

LEVEL	???	ATK	???	—	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	???	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	???	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	???	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	???	—				

Shadow Sorey

Location: Lakehaven Heights

LEVEL	???	ATK	???	—	ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	???	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	???	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	???	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	???	—				

Shadow Zaveid

Location: Lakehaven Heights

LEVEL	???	ATK	???	—		ATTACK TYPE	—	EXP	0
HP	???	ARTE ATK	???	—		POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	???	—		SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	???	—					
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	???	—					

Skeleton

Location: Gaferis Ruins

LEVEL	27	ATK	221	.	Resistance	ATTACK TYPE	Counterattack	EXP	25
HP	1421	ARTE ATK	274	.	—	POWER LINK	—	GALD	31
WEIGHT CATEGORY	2	DEF	163	.	Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Melancholic Den (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	184	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.68	FOCUS	200	.	Weakness				

Skunk

Location: Pearloats Pasture

LEVEL	25	ATK	296	.	—	ATTACK TYPE	Warp	EXP	27
HP	1800	ARTE ATK	134	.	—	POWER LINK	Dangeroma (+50%)	GALD	41
WEIGHT CATEGORY	2	DEF	141	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Glacial Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	201	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.93	FOCUS	263	.	Weakness				

Slime

Location: Vivia Subterranean Aqueduct

LEVEL	8	ATK	92	.	—	ATTACK TYPE	Shoot	EXP	7
HP	223	ARTE ATK	47	.	—	POWER LINK	Slimeroot	GALD	8
WEIGHT CATEGORY	1	DEF	79	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amber Garment (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	61	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.72	FOCUS	69	.	—				

Slime Glutton

Location: Vivia Subterranean Aqueduct

LEVEL	8	ATK	152	—	ATTACK TYPE	—	EXP	809
HP	1398	ARTE ATK	194	Weakness	POWER LINK	—	GALD	378
WEIGHT CATEGORY	4	DEF	122	—	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb / Copper Key
STAGGER RECOVERY RATE	0%	ARTE DEF	260	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.13	FOCUS	240	—				

Slimeroot

Location: Remains of Merchior

LEVEL	54	ATK	535	Resistance	ATTACK TYPE	—	EXP	42
HP	3431	ARTE ATK	269	—	POWER LINK	—	GALD	200
WEIGHT CATEGORY	1	DEF	341	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Elder Garden (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	290	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.81	FOCUS	348	Resistance				

Snake

Location: Lakehaven Heights

LEVEL	7	ATK	73	.	—	ATTACK TYPE	Long Reach	EXP	11
HP	395	ARTE ATK	75	.	—	POWER LINK	—	GALD	13
WEIGHT CATEGORY	2	DEF	58	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Battle Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	91	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.62	FOCUS	89	.	—				

Soleye

Location: The Calix VII

LEVEL	110	ATK	1444	.	Resistance	ATTACK TYPE	Teleport	EXP	98
HP	17,152	ARTE ATK	623	.	—	POWER LINK	—	GALD	1921
WEIGHT CATEGORY	3	DEF	506	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Lindworm Ring (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	1044	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×0.96	FOCUS	1158	.	Resistance				

Solveiger

Location: The Calix I

LEVEL	75	ATK	1156	.	Resistance	ATTACK TYPE	Swing	EXP	132
HP	15,545	ARTE ATK	669	.	—	POWER LINK	—	GALD	2251
WEIGHT CATEGORY	4	DEF	563	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Sword (Ritual Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	456	.	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.21	FOCUS	1152	.	Resistance				

Sophie (1)

Location: The Calix II

LEVEL	100	ATK	4485	.	—	ATTACK TYPE	—	EXP	7166
HP	36,273	ARTE ATK	1293	.	Resistance	POWER LINK	—	GALD	44,022
WEIGHT CATEGORY	3	DEF	650	.	—	SPECIAL ABILITY	BG increase while defending against attacks +200%	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	814	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×6.48	FOCUS	2325	.	Resistance				

Sophie (2)

Location: The Calix VIII

LEVEL	150	**ATK**	5052	—	**ATTACK TYPE**	—	**EXP**	11,393
HP	86,400	**ARTE ATK**	2644	Resistance	**POWER LINK**	Jade (-80%)	**GALD**	38,398
WEIGHT CATEGORY	3	**DEF**	1477	—	**SPECIAL ABILITY**	BG increase during combos +128%	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	-90%	**ARTE DEF**	1517	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.1	**FOCUS**	3348	Resistance				

Sorey (1)

Location: Depths of Mt. Mabinogio Ruins

LEVEL	74	**ATK**	811	—	**ATTACK TYPE**	—	**EXP**	5392
HP	11,852	**ARTE ATK**	502	Resistance	**POWER LINK**	—	**GALD**	29,854
WEIGHT CATEGORY	3	**DEF**	544	—	**SPECIAL ABILITY**	Combo +1	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	-80%	**ARTE DEF**	522	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.49	**FOCUS**	948	—				

Sorey (2)

Location: Depths of Mt. Mabinogio Ruins

LEVEL	75	ATK	503 . —	ATTACK TYPE	—	EXP	5400
HP	10,636	ARTE ATK	627 . —	POWER LINK	—	GALD	30,690
WEIGHT CATEGORY	3	DEF	499 . —	SPECIAL ABILITY	Combo +1	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	711 . Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.91	FOCUS	1440 . —				

Specter

Location: Artorius' Throne

LEVEL	62	ATK	830 . Weakness	ATTACK TYPE	Barrier	EXP	64
HP	5050	ARTE ATK	875 . Weakness	POWER LINK	—	GALD	368
WEIGHT CATEGORY	3	DEF	245 . Resistance	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Death Sheet (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	559 . Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x0.82	FOCUS	787 . Weakness				

Spider Edge

Location: Dumnonia Museum

LEVEL	15	**ATK**	157 . —	**ATTACK TYPE**	Super Jump	**EXP**	19
HP	950	**ARTE ATK**	118 . —	**POWER LINK**	—	**GALD**	24
WEIGHT CATEGORY	2	**DEF**	163 . Weakness	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Calcite Umbrella (Umbrellas)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	146 . —				
CHANCE OF INFLICTING STATUS EFFECT	x0.77	**FOCUS**	156 . —				

Spider In The Ruins

Location: Mt. Mabinogio Ruins

LEVEL	5	**ATK**	90 —	**ATTACK TYPE**	—	**EXP**	132
HP	368	**ARTE ATK**	154 —	**POWER LINK**	—	**GALD**	0
WEIGHT CATEGORY	3	**DEF**	128 —	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	0%	**ARTE DEF**	78 —				
CHANCE OF INFLICTING STATUS EFFECT	×0.92	**FOCUS**	110 —				

Spider Queen

Location: Aifread's Hunting Ground

LEVEL	45	ATK	3287	.	Resistance	ATTACK TYPE	—	EXP	2738
HP	16,416	ARTE ATK	3363	.	—	POWER LINK	—	GALD	3627
WEIGHT CATEGORY	4	DEF	788	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-55%	ARTE DEF	296	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x3.38	FOCUS	1050	.	—				

Starfish

Location: Plitzerback Wetland

LEVEL	45	ATK	418	.	Resistance	ATTACK TYPE	Teleport	EXP	42
HP	3420	ARTE ATK	428	.	—	POWER LINK	—	GALD	151
WEIGHT CATEGORY	3	DEF	407	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Shell Ring (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	344	.	—				
CHANCE OF INFLICTING STATUS EFFECT	x0.77	FOCUS	394	.	Weakness				

Stheno

Location: Zaphgott Moor

LEVEL	56	**ATK**	1882	—	**ATTACK TYPE**	—	**EXP**	5124
HP	23,269	**ARTE ATK**	1385	—	**POWER LINK**	Euryale (-65%)	**GALD**	11,191
WEIGHT CATEGORY	5	**DEF**	713	Resistance	**SPECIAL ABILITY**	Knockback distance is halved	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	-80%	**ARTE DEF**	874	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x2.6	**FOCUS**	2068	—				

Stone Colossal

Location: Arctus Ruins

LEVEL	46	**ATK**	808	—	**ATTACK TYPE**	Swing	**EXP**	70
HP	7284	**ARTE ATK**	470	—	**POWER LINK**	—	**GALD**	216
WEIGHT CATEGORY	5	**DEF**	436	Resistance	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Summer Vacation (Men's Armor)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	426	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x1.38	**FOCUS**	638	Weakness				

Succubus

Location: Artorius' Throne

LEVEL	64	ATK	1312	.	Weakness	ATTACK TYPE	Adaptive	EXP	132
HP	9657	ARTE ATK	1127	.	—	POWER LINK	—	GALD	1119
WEIGHT CATEGORY	4	DEF	341	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Survivor's Garb (Women's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	580	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.25	FOCUS	1577	.	Resistance				

Sylphid

Location: Great Camelot Bridge

LEVEL	42	ATK	362	.	—	ATTACK TYPE	Support	EXP	51
HP	2962	ARTE ATK	661	.	—	POWER LINK	—	GALD	157
WEIGHT CATEGORY	1	DEF	208	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Sharp-edge Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	417	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.68	FOCUS	554	.	Resistance				

Symonne

Location: Depths of Mt. Mabinogio Ruins

LEVEL	76	ATK	1034 . —	ATTACK TYPE	—	EXP	6075
HP	28,080	ARTE ATK	1146 . —	POWER LINK	—	GALD	34,650
WEIGHT CATEGORY	3	DEF	777 . —	SPECIAL ABILITY	Stun time -40%	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	862 . —				
CHANCE OF INFLICTING STATUS EFFECT	×2.25	FOCUS	3499 . —				

Symonne (2)

Location: Depths of Mt. Mabinogio Ruins

LEVEL	76	ATK	393 —	ATTACK TYPE	—	EXP	81
HP	6163	ARTE ATK	442 —	POWER LINK	—	GALD	1386
WEIGHT CATEGORY	3	DEF	352 —	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-80%	ARTE DEF	352 —				
CHANCE OF INFLICTING STATUS EFFECT	×0.77	FOCUS	907 —				

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Enemies
T-Z

Tarantulizm

Location: The Calix VI

LEVEL	100	**ATK**	978	.	Resistance	**ATTACK TYPE**	Super Jump	**EXP**	89
HP	14,618	**ARTE ATK**	588	.	Resistance	**POWER LINK**	—	**GALD**	1627
WEIGHT CATEGORY	2	**DEF**	750	.	Weakness	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Scathach Greifon (Umbrellas)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	671	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.77	**FOCUS**	737	.	Resistance				

Technician

Location: The Calix II

LEVEL	80	ATK	986	.	—	ATTACK TYPE	Area	EXP	119
HP	11,345	ARTE ATK	1888	.	Weakness	POWER LINK	—	GALD	2064
WEIGHT CATEGORY	4	DEF	715	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Gigant Shoes (Men's Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	594	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.91	FOCUS	1114	.	Resistance				

Tiamat

Location: Glaivend Basin

LEVEL	62	ATK	1825	.	Weakness	ATTACK TYPE	—	EXP	5377
HP	75,106	ARTE ATK	1558	.	Resistance	POWER LINK	—	GALD	16,266
WEIGHT CATEGORY	7	DEF	524	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Blessing Orb / DragonReincarnation Orb
STAGGER RECOVERY RATE	-85%	ARTE DEF	765	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×2.65	FOCUS	3337	.	—				

Titan

Location: Lhitwerg Woods

LEVEL	55	ATK	2377	.	—	ATTACK TYPE	—	EXP	3195
HP	15,456	ARTE ATK	1606	.	Resistance	POWER LINK	—	GALD	6508
WEIGHT CATEGORY	6	DEF	806	.	Resistance	SPECIAL ABILITY	Damage less than 40 will not stagger	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-80%	ARTE DEF	554	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.35	FOCUS	1215	.	Resistance				

Treant

Location: Volgran Forest

LEVEL	20	ATK	265	.	—	ATTACK TYPE	Area	EXP	44
HP	1975	ARTE ATK	324	.	Weakness	POWER LINK	—	GALD	57
WEIGHT CATEGORY	4	DEF	121	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Rod of Turmoil (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	396	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.02	FOCUS	240	.	—				

Trickstar

Location: Lefay, Shrine of the Water Trial

LEVEL	47	ATK	4129	.	Resistance	ATTACK TYPE	—	EXP	3510
HP	21,220	ARTE ATK	5744	.	Resistance	POWER LINK	—	GALD	5178
WEIGHT CATEGORY	2	DEF	342	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Anomalous Orb
STAGGER RECOVERY RATE	-60%	ARTE DEF	407	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×3.83	FOCUS	1615	.	Resistance				

Trilobite

Location: Hexen Isle

LEVEL	70	ATK	819	.	Resistance	ATTACK TYPE	Long Reach	EXP	53
HP	6842	ARTE ATK	442	.	—	POWER LINK	—	GALD	724
WEIGHT CATEGORY	2	DEF	445	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Dagger (Short Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	353	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.98	FOCUS	335	.	Resistance				

Troll

Location: Biroclef Ridge

LEVEL	30	ATK	916	.	Resistance	ATTACK TYPE	Swing	EXP	79
HP	5027	ARTE ATK	673	.	Weakness	POWER LINK	Boss Troll (+100%)	GALD	161
WEIGHT CATEGORY	4	DEF	174	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Amphibole (Swords)
STAGGER RECOVERY RATE	0%	ARTE DEF	174	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.79	FOCUS	504	.	—				

Undead Druid

Location: Rayfalke Spiritcrest

LEVEL	55	ATK	660	.	—	ATTACK TYPE	Long Range	EXP	72
HP	5460	ARTE ATK	787	.	—	POWER LINK	—	GALD	291
WEIGHT CATEGORY	2	DEF	351	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Genuis's Staff (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	319	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.93	FOCUS	540	.	Weakness				

Undead Magician

Location: Tintagel Ruins

LEVEL	20	**ATK**	302	Weakness	**ATTACK TYPE**	Long Range	**EXP**	29
HP	1091	**ARTE ATK**	228	—	**POWER LINK**	Wraith (+30%)	**GALD**	29
WEIGHT CATEGORY	2	**DEF**	276	Weakness	**SPECIAL ABILITY**	Gradually recovers 25% of received damage	**ITEMS DROPPED**	Rod of Turmoil (Staffs)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	154	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.93	**FOCUS**	230	—				

Undead Sorcerer

Location: Glaivend Basin

LEVEL	50	**ATK**	864	—	**ATTACK TYPE**	Long Range	**EXP**	79
HP	5309	**ARTE ATK**	477	Weakness	**POWER LINK**	—	**GALD**	252
WEIGHT CATEGORY	2	**DEF**	391	Resistance	**SPECIAL ABILITY**	Gradually recovers 25% of received damage	**ITEMS DROPPED**	Topaz Staff (Staffs)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	356	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.35	**FOCUS**	491	Resistance				

Undead Wizard

Location: The Calix VIII

LEVEL	120	**ATK**	1638	—	**ATTACK TYPE**	Long Range	**EXP**	125
HP	19,287	**ARTE ATK**	2048	Weakness	**POWER LINK**	—	**GALD**	1766
WEIGHT CATEGORY	2	**DEF**	639	Resistance	**SPECIAL ABILITY**	Gradually restores 25% of received damage	**ITEMS DROPPED**	Astral Mastery (Staffs)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	579	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.93	**FOCUS**	810	Resistance				

Valkyrie (Alisha's Story)

Location: Elaine Ruins

LEVEL	85	**ATK**	2811	—	**ATTACK TYPE**	—	**EXP**	7425
HP	46,534	**ARTE ATK**	2093	Weakness	**POWER LINK**	—	**GALD**	43,560
WEIGHT CATEGORY	4	**DEF**	655	—	**SPECIAL ABILITY**	Cannot be staggered if HP is 70% or more	**ITEMS DROPPED**	Forbrannir
STAGGER RECOVERY RATE	-85%	**ARTE DEF**	802	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.88	**FOCUS**	4443	Resistance				

Vampire

Location: Depths of Mt. Mabinogio Ruins

LEVEL	59	**ATK**	459	Resistance	**ATTACK TYPE**	Sneaky	**EXP**	42
HP	3742	**ARTE ATK**	268	—	**POWER LINK**	—	**GALD**	278
WEIGHT CATEGORY	1	**DEF**	287	Weakness	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Rainbow Arch (Umbrellas)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	252	—				
CHANCE OF INFLICTING STATUS EFFECT	×0.63	**FOCUS**	370	Resistance				

Variant Needler

Location: Zaphgott Moor

LEVEL	43	**ATK**	474	—	**ATTACK TYPE**	Pierce	**EXP**	46
HP	3606	**ARTE ATK**	237	—	**POWER LINK**	—	**GALD**	142
WEIGHT CATEGORY	2	**DEF**	422	Resistance	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Quartz Dagger (Short Swords)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	184	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.87	**FOCUS**	426	Weakness				

Voided Eye

Location: Artorius' Throne

LEVEL	64	ATK	1007	.	—	ATTACK TYPE	Teleport	EXP	75
HP	7323	ARTE ATK	524	.	Resistance	POWER LINK	—	GALD	630
WEIGHT CATEGORY	3	DEF	387	.	Weakness	SPECIAL ABILITY	—	ITEMS DROPPED	Plated Ring (Rings)
STAGGER RECOVERY RATE	0%	ARTE DEF	452	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.2	FOCUS	428	.	Resistance				

Vritra (Alisha's Story)

Location: Elaine Ruins

LEVEL	80	ATK	3254	.	Weakness	ATTACK TYPE	—	EXP	6375
HP	37,697	ARTE ATK	2764	.	—	POWER LINK	—	GALD	35,376
WEIGHT CATEGORY	5	DEF	721	.	Resistance	SPECIAL ABILITY	Duration of stat increases +160%	ITEMS DROPPED	Gloandi
STAGGER RECOVERY RATE	-72%	ARTE DEF	1486	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.23	FOCUS	2770	.	Weakness				

Wandering Armor

Location: The Calix VIII

LEVEL	120	**ATK**	2677	—	**ATTACK TYPE**	—	**EXP**	144
HP	18,694	**ARTE ATK**	1080	Resistance	**POWER LINK**	—	**GALD**	2354
WEIGHT CATEGORY	4	**DEF**	1010	Resistance	**SPECIAL ABILITY**	Gradually recovers 25% of received damage	**ITEMS DROPPED**	Astral Mastery (Staffs)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	1163	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.52	**FOCUS**	1238	Resistance				

War Tiger

Location: Yder Cave

LEVEL	30	**ATK**	511	Resistance	**ATTACK TYPE**	Jump	**EXP**	64
HP	3980	**ARTE ATK**	233	—	**POWER LINK**	—	**GALD**	126
WEIGHT CATEGORY	4	**DEF**	171	—	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Amphibole Circlet (Circlets)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	311	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.42	**FOCUS**	592	—				

Water Skunk

Location: The Calix I

LEVEL	75	ATK	661	.	Resistance	ATTACK TYPE	Warp	EXP	60
HP	9000	ARTE ATK	600	.	—	POWER LINK	—	GALD	1023
WEIGHT CATEGORY	2	DEF	506	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Earrings (Earrings)
STAGGER RECOVERY RATE	0%	ARTE DEF	298	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.73	FOCUS	410	.	Resistance				

Wendy

Location: Guinevere, Shrine of the Wind Trial

LEVEL	40	ATK	374	.	—	ATTACK TYPE	Super Jump	EXP	65
HP	4147	ARTE ATK	828	.	Weakness	POWER LINK	—	GALD	174
WEIGHT CATEGORY	3	DEF	322	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Grimgerde (Tiaras)
STAGGER RECOVERY RATE	0%	ARTE DEF	297	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×0.74	FOCUS	419	.	—				

Werewolf

Location: Tintagel Ruins

LEVEL	20	ATK	628	.	Weakness	ATTACK TYPE	Jump	EXP	30
HP	2016	ARTE ATK	152	.	—	POWER LINK	Lizard Priest (+20%)	GALD	45
WEIGHT CATEGORY	3	DEF	117	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Hat (Hats)
STAGGER RECOVERY RATE	0%	ARTE DEF	154	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.93	FOCUS	233	.	Resistance				

Werewolf Hellion

Location: Ladylake, the Aquapolis

LEVEL	8	ATK	334	.	—	ATTACK TYPE	—	EXP	35
HP	1120	ARTE ATK	116	.	—	POWER LINK	—	GALD	1250
WEIGHT CATEGORY	3	DEF	168	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	0%	ARTE DEF	115	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.9	FOCUS	312	.	Weakness				

Wild Boar

Location: Aifread's Hunting Ground

LEVEL	35	ATK	680	—	ATTACK TYPE	Charge	EXP	58
HP	4154	ARTE ATK	395	—	POWER LINK	—	GALD	126
WEIGHT CATEGORY	4	DEF	255	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Kingly Waistcoat (Men's Armor)
STAGGER RECOVERY RATE	0%	ARTE DEF	200	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.54	FOCUS	400	Weakness				

Wolf

Location: Lakehaven Heights

LEVEL	7	ATK	130	—	ATTACK TYPE	Charge	EXP	13
HP	447	ARTE ATK	79	—	POWER LINK	—	GALD	15
WEIGHT CATEGORY	2	DEF	89	—	SPECIAL ABILITY	—	ITEMS DROPPED	Battle Boots (Shoes)
STAGGER RECOVERY RATE	0%	ARTE DEF	63	—				
CHANCE OF INFLICTING STATUS EFFECT	x1.1	FOCUS	91	—				

Wolf Berserker

Location: Aroundight Forest

LEVEL	57	**ATK**	1282	Resistance	**ATTACK TYPE**	Jump	**EXP**	82
HP	8783	**ARTE ATK**	339	Resistance	**POWER LINK**	—	**GALD**	509
WEIGHT CATEGORY	3	**DEF**	272	—	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	Exile Hat (Hats)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	446	Weakness				
CHANCE OF INFLICTING STATUS EFFECT	×1.93	**FOCUS**	608	—				

Wolf Heddin

Location: Tintagel Ruins

LEVEL	20	**ATK**	193	—	**ATTACK TYPE**	Teleport	**EXP**	17
HP	774	**ARTE ATK**	288	Weakness	**POWER LINK**	—	**GALD**	16
WEIGHT CATEGORY	3	**DEF**	113	—	**SPECIAL ABILITY**	Gradually recovers 25% of received damage	**ITEMS DROPPED**	Wind Ring (Rings)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	111	—				

CHANCE OF INFLICTING STATUS EFFECT	x0.74	FOCUS	110	.	—				

Wood Chopper

Location: Hexen Isle

LEVEL	70	ATK	900	.	Resistance	ATTACK TYPE	—	EXP	120
HP	11,852	ARTE ATK	660	.	Resistance	POWER LINK	—	GALD	1501
WEIGHT CATEGORY	4	DEF	371	.	—	SPECIAL ABILITY	—	ITEMS DROPPED	Adamantine Staff (Staffs)
STAGGER RECOVERY RATE	0%	ARTE DEF	1036	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	×1.02	FOCUS	900	.	Weakness				

Wraith

Location: Cambria Caverns

LEVEL	29	ATK	301	.	—	ATTACK TYPE	Barrier	EXP	32
HP	1866	ARTE ATK	460	.	Weakness	POWER LINK	—	GALD	43
WEIGHT CATEGORY	2	DEF	215	.	—	SPECIAL ABILITY	Gradually recovers 25% of received damage	ITEMS DROPPED	Amphibole Paper (Paper)
STAGGER RECOVERY RATE	0%	ARTE DEF	214	.	Resistance				

CHANCE OF INFLICTING STATUS EFFECT	×0.82	FOCUS	221	.	—				

Wyvern

Location: Guinevere, Shrine of the Wind Trial

LEVEL	40	ATK	1359	.	Weakness	ATTACK TYPE	Breath	EXP	140
HP	6187	ARTE ATK	581	.	—	POWER LINK	—	GALD	356
WEIGHT CATEGORY	5	DEF	317	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	Labradorite (Pendulums)
STAGGER RECOVERY RATE	0%	ARTE DEF	474	.	Resistance				
CHANCE OF INFLICTING STATUS EFFECT	x2.15	FOCUS	819	.	—				

Zaveid (1)

Location: Rayfalke Spiritcrest

LEVEL	14	ATK	497	.	—	ATTACK TYPE	—	EXP	0
HP	4509	ARTE ATK	424	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	248	.	Resistance	SPECIAL ABILITY	—	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-50%	ARTE DEF	282	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.58	FOCUS	559	.	—				

Zaveid (2)

Location: Guinevere, Shrine of the Wind Trial

LEVEL	40	ATK	1265	.	—	ATTACK TYPE	—	EXP	0
HP	7394	ARTE ATK	748	.	—	POWER LINK	—	GALD	0
WEIGHT CATEGORY	3	DEF	569	.	Resistance	SPECIAL ABILITY	Cannot be staggered if HP is 70% or more	ITEMS DROPPED	—
STAGGER RECOVERY RATE	-60%	ARTE DEF	625	.	—				
CHANCE OF INFLICTING STATUS EFFECT	×2.5	FOCUS	1507	.	Resistance				

Zaveid (3)

Location: Pearloats Pasture

LEVEL	42	**ATK**	1320	—	**ATTACK TYPE**	—	**EXP**	0
HP	11,325	**ARTE ATK**	968	—	**POWER LINK**	—	**GALD**	0
WEIGHT CATEGORY	3	**DEF**	465	Resistance	**SPECIAL ABILITY**	Damage less than 40 will not stagger	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	-70%	**ARTE DEF**	609	—				
CHANCE OF INFLICTING STATUS EFFECT	×3.1	**FOCUS**	1574	Resistance				

Zaveid (4)

Location: Lakehaven Heights

LEVEL	60	**ATK**	1484	—	**ATTACK TYPE**	—	**EXP**	0
HP	33,888	**ARTE ATK**	1902	—	**POWER LINK**	—	**GALD**	0
WEIGHT CATEGORY	3	**DEF**	768	Resistance	**SPECIAL ABILITY**	—	**ITEMS DROPPED**	—
STAGGER RECOVERY RATE	-75%	**ARTE DEF**	838	—				
CHANCE OF INFLICTING STATUS EFFECT	×1.9	**FOCUS**	1439	Resistance				

Zombie

Location: Lamorak Cave

LEVEL	23	**ATK**	201 . —	**ATTACK TYPE**	Counterattack	**EXP**	20
HP	1148	**ARTE ATK**	299 . Weakness	**POWER LINK**	—	**GALD**	24
WEIGHT CATEGORY	3	**DEF**	152 . —	**SPECIAL ABILITY**	Gradually recovers 25% of received damage	**ITEMS DROPPED**	Fluoric Pendulum (Pendulums)
STAGGER RECOVERY RATE	0%	**ARTE DEF**	162 . —				
CHANCE OF INFLICTING STATUS EFFECT	×0.68	**FOCUS**	140 . —				

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Items

Consumables

Level (Lv.) affects the item's treasure restoration rate (a Lord of the Land Boon) as well as drop rate after vanquishing enemies. Purchase Price is how much that item costs at shops. Selling Price is how much the item will be sold for at shops, and Grade is how much Grade is raised when offered to a Lord of the Land. Use will show if that item can be used while moving about the world or fighting in battles. What the item can do when consumed is described in Effect, and where you can acquire the item in a shop or its first appears as treasure in the world is under How to Acquire.

GELS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	USE	EFFECT	HOW TO ACQUIRE
Apple Gel	5	100	25	1.58	Moving / In Battle	Heals one ally's HP by 30%	Shop: Ladylake (1) / Treasure: Mt. Mabinogio Ruins
Peach Gel	25	500	125	3.54	Moving / In Battle	Heals one ally's HP by 50%	Shop: Pendrago (1) / Treasure: Malory, the Patinal Forest
Grape Gel	45	2000	500	7.07	Moving / In Battle	Heals one ally's HP by 70%	Shop: Lohgrin (1) / Treasure: Zaphgott Moor
Melon Gel	60	50000	5000	22.36	In Battle	Increases one ally's max HP by 30%	Shop: Katz Korner (5) / Treasure: Artorius' Throne

BOTTLES

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	USE	EFFECT	HOW TO ACQUIRE
Elixir	55	75000	7500	27.39	Moving / In Battle	Fully restores one ally's HP and SC, restores 3 BG, and heals KO.	Shop: Katz Korner (5) / Treasure: Bors Ruins
Panacea Bottle	20	200	50	2.24	In Battle	Cures and temporarily protects one ally from all status ailments (except Petrify and Curse).	Shop: Lastonbell (1) / Treasure: Tintagel Ruins
Life Bottle	10	300	30	1.73	In Battle	Heals KO for one ally.	Shop: Marlind (1) / Treasure: Elysia
All-Divide	40	5000	500	7.07	In Battle	Reduces damage taken by one ally or foe by 50% in a battle. Use again to negate effect.	Sparrowfeathers Armory (5) / Treasure: Rayfalke Spiritcrest
Hourglass	50	20000	2000	14.14	In Battle	Freezes all foes for 5 seconds, unless Enemy's level exceeds the player's by 20 or more.	Shop: Lohgrin (8) / Treasure: Arctus Ruins
Drop Bottle	50	20000	2000	14.14	In Battle	Increases gald dropped by foes in battle. Effects are cumulative.	Shop: Lohgrin (8) / Treasure: Aroundight Forest
Arcane Bottle	35	7500	750	8.66	In Battle	Restores an ally's BG by 2.	Shop: Gododdin (6) / Treasure: Ladylake
Holy Bottle	15	200	50	2.24	Moving	No weak foes will be encountered until the next stay at an inn / next time you escape from battle.	Shop: Marlind (1) / Treasure: Glaivend Basin
Dark Bottle	30	200	50	2.24	Moving	Endless wave of foes appear until the next stay at an inn / next time you escape from battle.	Shop: Gododdin (1) / Treasure: Malory, the Patinal Forest

HERBS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	USE	EFFECT	HOW TO ACQUIRE
Sage	10	N/A	100	3.16	Moving	Increases maximum HP by 10. Fully restores HP and SC.	Mt. Mabinogio Ruins / Lakehaven Heights
Lavender	10	N/A	100	3.16	Moving	Boosts ATK power by 2. Fully restores HP and SC.	Mt. Mabinogio Ruins / Lakehaven Heights
Verbena	10	N/A	100	3.16	Moving	Boosts DEF by 2. Fully restores HP and SC.	Elysia / Lakehaven Heights
Rosemary	10	N/A	100	3.16	Moving	Boost arte attack power by 2. Fully restores HP and SC.	Elysia / Lakehaven Heights
Saffron	10	N/A	100	3.16	Moving	Boost arte defense power by 2. Fully restores HP and SC.	Elysia / Lakehaven Heights
Chamomile	10	N/A	100	3.16	Moving	Boost focus by 2. Fully restores HP and SC.	Aroundight Forest / Ladylake
Red Sage	40	N/A	200	4.47	Moving	Increases maximum HP by 15. Fully restores HP and SC.	Cambria Caverns / Weylish Ruins
Red Lavender	40	N/A	200	4.47	Moving	Increases ATK power by 3. Fully restores HP and SC.	Cambria Caverns / Yder Cave
Red Verbena	40	N/A	4200	4.47	Moving	Increases DEF by 3. Fully restores HP and SC.	Cambria Caverns / Yder Cave
Red Rosemary	40	N/A	200	4.47	Moving	Increases Arte ATK power by 3. Fully restores HP and SC.	Cambria Caverns / Gododdin
Red Saffron	40	N/A	200	4.47	Moving	Increases Arte DEF by 3. Fully restores HP and SC.	Biroclef Ridge / Igraine, Shrine of the Fire Trial
Red Chamomile	40	N/A	200	4.47	Moving	Increases focus by 3. Fully restores HP and SC.	Biroclef Ridge / Igraine, Shrine of the Fire Trial

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Items

Snacks

In general, snacks will restore some of your HP and initial SC, but some are more powerful than others, and can grant their own unique effect. A snack's worth in gald or Grade can be found under Selling Price and Grade. When a snack is eaten, its recovery rate and effect will be listed under HP Recovery, SC Recovery, and Effect in Next Battle. Necessary Skill Level reflects the level of Proficiency in the Support Talent "Snack Preparation" a character needs to create that snack. The Natural Proficiency Level lists the initial proficiency each character has in making that item as well as the likelihood they'll actually make it. If the character can make that item, their proficiency is listed highest to lowest A > B > C > D; if they cannot make the item, then there is a "-".

SNACKS

							NATURAL PRO	
NAME	SELLINGPRICE	GRADE	HPRECOVERY	SCRECOVERY	EFFECT INNEXT BATTLE	NECESSARYSKILL LEVEL	SOREY	AL
Black Stuff	10	1	10	5	None	5	C	A
Gooey Stuff	20	1.41	30	5	None	10	B	A
Snack Gone Wrong	30	1.73	50	5	None	15	B	A
Snack-Like Thing	40	2	70	5	None	20	C	—
Fake Snack	50	2.24	90	5	None	25	—	D
Ice Pop	50	2.24	300	10	Attack +8%	5	—	A
Soft-Serve Ice Cream	70	2.65	350	10	Arte Attack +8%	5	D	C
Mango Sorbet	90	3	400	10	Defense +8%	6	D	C
Chocolate Gelato	110	3.32	450	10	Arte defense +8%	7	D	C
Fruit Frappé	130	3.61	500	10	Focus +8%	8	—	D
Butter Cookie	150	3.87	550	10	Prevents Paralysis	9	D	D
Strawberry Waffle	170	4.12	600	10	Prevents Burn	10	D	A
Chocolate Rusk	190	4.36	650	10	Prevents Slow	11	—	—
Donut	210	4.58	700	10	Prevents Poison	12	C	B
Madeline	230	4.8	750	10	Prevents Fatigue	13	D	B
Cheesecake	250	5	800	10	Non-elemental damage reduced by 20%	14	C	C
Strawberry Shortcake	270	5.2	850	10	Fire-type damage reduced by 20%	15	—	C
Pound Cake	290	5.39	900	10	Earth-type damage reduced by 20%	16	C	—
Roll Cake	310	5.57	950	10	Water-type damage reduced by 20%	17	C	C
Chiffon Cake	330	5.74	1000	10	Wind-type damage reduced by 20%	18	C	C
Pudding	350	5.92	1050	20	Paralyzing capability +40%	19	—	—
Raspberry Mousse	370	6.08	1100	20	Burning capability +40%	20	C	C
Peach Jelly	390	6.24	1150	20	Slowing capability +40%	21	C	C
Chocolate Pudding	410	6.4	1200	20	Poisoning capability +40%	22	C	—
Sesame Bavarois	430	6.56	1250	20	Fatiguing capability +40%	23	—	—
Palmier	450	6.71	1300	30	Attack +1 when you level up	24	C	—
Strawberry Tart	470	6.86	1350	30	Arte Attack +1 when you level up	25	—	A
Apple Dumpling	490	7	1400	30	Defense +1 when you level up	26	C	B
Chocolate Pie	510	7.14	1450	30	Arte defense +1 when you level up	27	B	—
Grape Mille-Feuille	530	7.28	1500	30	Focus +1 when you level up	28	—	C
Pear Compote	550	7.42	1550	100	No staggering when taking 120 damage or less	29	A	B
Strawberry Macaron	570	7.55	1600	100	Number of Iron Stances during casting +3	30	A	B
Soufflé	590	7.68	1650	100	All damage taken reduced by 90	31	A	B
Baumkuchen	610	7.81	1700	100	Damage taken totaling less than 1200 is negated	33	C	C
Marron Glacé	630	7.94	1750	100	KO protection +60%	35	B	—
Strawberry Rice Cake (DLC)	0	1	1000	20	KO protection +100%	N/A	—	—
Red Bean Pancake (DLC)	0	1	1000	20	All damage taken reduced by 150	N/A	—	—
Rice Cracker (DLC)	0	1	1000	20	Damage taken totaling less than 2000 is negated	N/A	—	—
Skewered Rice Dumpling (DLC)	0	1	1000	20	All stats +60	N/A	—	—
Sweet Bean Jelly (DLC)	0	1	1000	20	BG cost of mystic artes reduced by 2	N/A	—	—

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Items

Weapons

Level (Lv.) affects the item's treasure restoration rate (a Lord of the Land Boon) and drop rate after vanquishing enemies. Purchase Price is how much that item costs at shops. Selling Price is how much the item is worth when sold at shops, and Grade is how much the item will raise in Grade when offered to the Lord of the Land. The weapon's stats (Attack, Defense, Arte Attack, Arte Defense, and Focus) are also listed. Rise Value affects the price of Fusion, and Drop represents the initial chance percentage of that item dropping after vanquishing foes. Skill 1 is the default Skill that will appear in the first slot of that item, and How to Acquire shows the first place the item appears in a dungeon, which enemies will drop it, the store at which it is sold, or at what rank that shop needs to be raised to in order to sell that item (refer to 'Shop Rank Table').

NOTE

All Mythril items are only available after completing 'Sub-Event: Mythril'.

SWORDS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Ancient Sword	5	N/A	78	2.79	45	N/A	N/A	N/A	N/A	+6	0	Gai
Lailah's Sacred Blade	N/A	N/A	N/A	N/A	26	60	N/A	N/A	N/A	N/A	N/A	Infa
Amber Sword	8	300	75	2.74	49	N/A	N/A	N/A	5	+3	10	Dife
Ignis Blade	11	450	113	3.36	41	N/A	22	N/A	N/A	+3	6	Flay
Calcite Sword	15	580	145	3.81	60	15	N/A	N/A	N/A	+3	9.5	Ata
Azure Blue	18	710	178	4.22	71	N/A	N/A	13	N/A	+3	5.7	Poi
Fluoric Sword	22	920	230	4.8	86	N/A	N/A	10	N/A	+3	9	Blu
Void Slasher	25	1130	283	5.32	63	N/A	N/A	N/A	42	+3	5.4	Voy
Amphibole Sword	29	1460	365	6.04	99	N/A	18	N/A	N/A	+3	8.5	Fat
Accurizer	32	1780	445	6.67	50	N/A	N/A	N/A	76	+3	5.1	Spi
Feldspar Sword	36	2290	573	7.57	124	N/A	14	N/A	N/A	+3	8	Tem

Sword Breaker	39	2790	698	8.35	N/A	74	N/A	73	N/A	+3	4.5	Mira
Quartz Sword	43	3620	905	9.51	143	N/A	N/A	N/A	16	+3	7.5	Sho
Remedial Blade	46	4400	1100	10.49	134	N/A	N/A	34	N/A	+3	4.2	Rel
Topaz Sword	50	5720	1430	11.96	135	45	N/A	N/a	N/A	+3	7	Ani
Extrinsic Sword	53	6970	1743	13.2	189	N/A	N/A	N/A	N/A	+6	4.8	Win
Mythril Sword	57	9060	2265	15.05	181	N/A	20	N/A	N/A	+3	0	Prin
Caliburnus	60	11020	2755	16.6	158	N/A	52	N/A	N/A	+3	3.9	Dee
Adamantine Sword	70	21200	5300	23.02	240	N/A	N/A	N/A	N/A	+6	5	Ten
Disintegrator	80	28350	7088	26.62	189	N/A	81	N/A	N/A	+3	4	Invo
Bloodied Sword	90	32850	8213	28.66	240	N/A	60	N/A	N/A	+3	3	Pho
Righteous Graver	100	N/A	9338	30.56	165	N/A	165	N/A	N/A	+3	0	Ath
Languid Sword	1	N/A	65	2.55	10	N/A	N/A	N/A	N/A	+0	0	Blas

SPEARS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Forged Spear	7	N/A	80	2.83	41	N/A	N/A	N/A	10	+3	0	Rang
Amber Spear	9	350	88	2.97	46	11	N/A	N/A	N/A	+3	9.5	Roor
Shabby Spear	15	550	138	3.71	75	N/A	N/A	N/A	N/A	+6	5.7	Tens
Calcite Spear	18	670	168	4.1	67	N/A	17	N/A	N/A	+3	9	Anth
Spear of Impending Death	50	5400	1350	11.62	135	45	N/A	N/A	N/A	+3	5.4	Vani
Duplemar (DLC)	70	20020	5005	22.37	168	N/A	N/A	72	N/A	+3	5	Blas
Gloandi (DLC)	75	22100	5525	23.51	174	N/A	N/A	N/A	75	+3	4	Ribo
Forbrannir (DLC)	80	24650	6163	24.83	181	N/A	77	N/A	N/A	+3	3	Ashu
Writhing Spear (DLC)	1	N/A	60	2.45	10	N/A	N/A	N/A	N/A	+0	0	Axce

SHORT SWORDS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Assassin Dagger	15	N/A	153	3.91	30	N/A	45	N/A	N/A	+3	0	Atak

Raider Blade	18	750	188	4.34	29	N/A	55	N/A	N/A	+3	5.7	Spir
Fluoric Dagger	22	970	243	4.93	58	N/A	38	N/A	N/A	+3	9	Acq
Sharpened Needle	25	1190	298	5.46	53	N/A	N/A	N/A	52	+3	5.4	Fant
Amphibole Dagger	29	1540	385	6.2	88	N/A	29	N/A	N/A	+3	8.5	Rele
Grim Culler	32	1880	470	6.86	101	25	N/A	N/A	N/A	+3	5.1	Sloe
Feldspar Dagger	36	2420	605	7.78	90	N/A	48	N/A	N/A	+3	8	Fair
Hushed Sonance	39	2940	735	8.57	N/A	N/A	81	N/A	66	+3	4.8	Feth
Quartz Dagger	43	3820	955	9.77	64	N/A	95	N/A	N/A	+3	7.5	Plez
Dexterity Décor	46	4640	1160	10.77	N/A	N/A	168	N/A	N/A	+6	4.5	Poiz
Topaz Dagger	50	6040	1510	12.29	117	N/A	63	N/A	N/A	+3	7	Legl
Photonic Ray	53	7360	1840	13.56	N/A	N/A	104	85	N/A	+3	4.2	Voyc
Mythril Dagger	57	9560	2390	15.46	141	N/A	60	N/A	N/A	+3	0	Plait
Slaven Shadow	60	11630	2908	17.05	N/A	N/A	N/A	N/A	210	+6	3.9	Tens
Adamantine Dagger	70	22380	5595	23.65	156	84	N/A	N/A	N/A	+3	5	Farr
Ephemeral Wing	80	29930	7483	27.36	N/A	N/A	189	N/A	81	+3	4	Blas
Shadow Dweller	90	36070	9018	30.03	118	N/A	176	N/A	N/A	+3	3	Spir
Autumn Blade	90	N/A	9018	30.03	147	N/A	147	N/A	N/A	+3	0	Spir
Ragged Dagger	1	N/A	68	2.61	5	N/A	N/A	N/A	N/A	+0	0	Aste

STAFFS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP
Ancient Staff	5	N/A	75	2.74	45	N/A	N/A	N/A	N/A	+6	0	P
Amber Staff	8	320	80	2.83	30	N/A	24	N/A	N/A	+3	6	M
Surging Falls	11	440	110	3.32	20	N/A	43	N/A	N/A	+3	9.5	A
Calcite Staff	15	570	143	3.78	45	N/A	30	N/A	N/A	+3	5.7	F

Rod of Turmoil	18	690	173	4.16	N/A	N/A	40	44	N/A	+3	9	F
Fluoric Staff	22	900	225	4.74	50	N/A	46	N/A	N/A	+3	5.4	B
Earthen Gale	25	1100	275	5.24	95	N/A	N/A	N/A	10	+3	8.5	T
Amphibole Staff	29	1430	358	5.98	70	N/A	47	N/A	N/A	+3	5.1	W
Dragon Tail	32	1740	435	6.6	N/A	45	81	N/A	N/A	+3	8	Li
Feldspar Staff	36	2240	560	7.48	76	N/A	62	N/A	N/A	+3	4.8	G
Rod of Tranquility	39	2720	680	8.25	N/A	74	N/A	73	N/A	+3	7.5	D
Quartz Staff	43	3540	885	9.41	100	N/A	59	N/A	N/A	+3	4.5	P
Crimson Flange	46	4300	1075	10.37	34	N/A	134	N/A	N/A	+3	7	R
Topaz Staff	50	5590	1398	11.82	126	N/A	54	N/A	N/A	+3	4.2	P
Genius's Staff	53	6820	1705	13.06	N/A	91	98	N/A	N/A	+3	6.5	P
Muse's Staff	53	N/A	1755	13.25	N/A	78	108	N/A	N/A	+3	0	In
Mythril Staff	57	8860	2215	14.88	121	N/A	80	N/A	N/A	+3	0	D
Kaleidoscepter	60	10780	2695	16.42	N/A	N/A	11	N/A	199	+3	6	S
Adamantine Staff	70	20730	5183	22.77	168	N/A	72	N/A	N/A	+3	5	A
Staff of Finis	80	27720	6930	26.32	N/A	N/A	203	67	N/A	+3	4	In
Astral Mastery	90	33410	8353	28.9	244	N/A	50	N/A	N/A	+3	3	W
Decrepit Staff	1	N/A	63	2.51	10	N/A	N/A		N/A	+0	0	M

Paper

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	
Antique Paper	5	N/A	75	2.74	45	N/A	N/A	N/A	N/A	+6	0	Ple
Amber Paper	8	310	78	2.79	54	N/A	N/A	N/A	N/A	+6	9.5	My
Grace Sheet	11	450	113	3.36	50	N/A	N/A	12	N/A	+3	5.7	Dea
Calcite Paper	15	560	140	3.74	53	N/A	N/A	N/A	22	+3	9	Ro

Bamboo Stack	18	680	170	4.12	66	N/A	18	N/A	N/A	+3	5.4	Ch
Fluoric Paper	22	880	220	4.69	72	24	N/A	N/A	N/A	+3	8.5	Pri
Mosquitoless Euphoria	25	1080	270	5.2	30	N/A	N/A	N/A	75	+3	5.1	Fla
Amphibole Paper	29	1400	350	5.92	94	N/A	N/A	23	N/A	+3	8	Slo
Vellum	32	1700	425	6.52	N/A	57	N/A	69	N/A	+3	4.8	Blo
Feldspar Paper	36	2190	548	7.4	101	N/A	37	N/A	N/A	+3	7.5	Ata
Sharp-edged Paper	39	2660	665	8.15	147	N/A	N/A	N/A	N/A	+6	4.5	Ra
Quartz Paper	43	3460	865	9.3	119	N/A	N/A	N/A	40	+3	7	Ple
Symphonic Sheet	46	4200	1050	10.25	N/A	N/A	84	84	N/A	+3	4.2	Jus
Topaz Paper	50	5470	1368	11.7	140	40	N/A	N/A	N/A	+3	6.5	Ch
Direct Appeal Paperwork	53	6660	1665	12.9	N/A	N/A	189	N/A	N/A	+6	3.9	Lit
Mythril Paper	57	8660	2165	14.71	141	N/A	N/A	60	N/A	+3	0	Ant
Death Sheet	60	10530	2633	16.23	N/A	N/A	N/A	210	N/A	+6	3.6	Per
Adamantine Paper	70	21070	5268	22.95	118	117	N/A	N/A	N/A	+3	5	De
Ragnarok	80	27370	6843	26.16	N/A	N/A	202	N/A	67	+3	4	Infa
Lost Parlance	90	31710	7928	28.16	239	N/A	N/A	60	N/A	+3	3	Cha
Decayed Paper	1	N/A	65	2.55	10	N/A	N/A	N/A	N/A	+0	0	Sha

UMBRELLAS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Cherished Umbrella	11	N/A	108	3.29	63	N/A	N/A	N/A	N/A	+6	0	Eks
Calcite Umbrella	15	550	138	3.71	60	N/A	N/A	15	N/A	+3	9	Myn
Beach Parasol	18	670	168	4.1	67	17	N/A	N/A	N/A	+3	5.4	Kom
Fluoric Umbrella	22	870	218	4.67	82	N/A	N/A	N/A	14	+3	8.5	Spir
Sunlight Parasol	25	1070	268	5.18	74	N/A	N/A	31	N/A	+3	5.1	Prim
Amphibole Umbrella	29	1380	345	5.87	76	N/A	41	N/A	N/A	+3	8	Gai

Umbrella Lance	32	1680	420	6.48	126	N/A	N/A	N/A	N/A	+6	4.8	Eks
Feldspar Umbrella	36	2160	540	7.35	117	21	N/A	N/A	N/A	+3	7.5	Rele
Pastel Parasol	39	2630	658	8.11	N/A	N/A	96	N/A	51	+3	4.5	Shol
Quartz Umbrella	43	3420	855	9.25	127	N/A	N/A	N/A	32	+3	7	Blar
Darkness Disrupter	46	4150	1038	10.19	N/A	N/A	118	50	N/A	+3	4.2	Dev
Topaz Umbrella	50	5400	1350	11.62	135	N/A	45	N/A	N/A	+3	6.5	Feth
Rainbow Arch	53	6580	1645	12.83	47	N/A	N/A	142	N/A	+3	3.9	Blas
Mythril Umbrella	57	8560	2140	14.63	131	N/A	70	N/A	N/A	+3	0	Lind
Aqua Interrupter	60	10720	2680	16.37	N/A	124	N/A	83	N/A	+3	3.6	Dea
Adamantine Umbrella	70	20020	5005	22.37	168	72	N/A	N/A	N/A	+3	5	Prive
Alchemist's Wand	80	26780	6695	25.87	N/A	N/A	135	135	N/A	+3	4	Shec
Scáthach Greifon	90	31030	7758	27.85	225	N/A	N/A	N/A	75	+3	3	Aste
Mangled Umbrella	1	N/A	63	2.51	10	N/A	N/A	N/A	N/A	+0	0	Wor

PENDULUMS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Pendulum	18	650	163	4.04	84	N/A	N/A	N/A	N/A	+6	5.4	Lind
Fluoric Pendulum	22	850	213	4.62	82	N/A	N/A	14	N/A	+3	8.5	Spir
Melancholic Din	25	1040	260	5.1	84	21	N/A	N/A	N/A	+3	5.1	Plez
Amphibole Pendulum	29	1350	338	5.81	99	N/A	N/A	18	N/A	+3	8	Roo
Angelite	32	1640	410	6.4	82	44	N/A	N/A	N/A	+3	4.8	Gaiz
Feldspar Pendulum	36	2110	528	7.27	105	N/A	33	N/A	N/A	+3	7.5	Myn
Labradorite	39	2570	643	8.02	121	N/A	N/A	26	N/A	+3	4.5	Just
Quartz Pendulum	43	3340	835	9.14	143	16	N/A	N/A	N/A	+3	7	Wun

Jasper Soul	46	4060	1015	10.07	168	N/A	N/A	N/A	N/A	+6	4.2	Flay
Topaz Pendulum	50	5280	1320	11.49	135	N/A	45	N/A	N/A	+3	6.5	Plez
Andradite	53	6430	1608	12.68	113	76	N/A	N/A	N/A	+3	3.9	Faira
Mythril Pendulum	57	8350	2088	14.45	161	N/A	N/A	N/A	40	+3	0	Legl
Corundum Lore	60	10160	2540	15.94	N/A	N/A	210	N/A	N/A	+6	3.6	Blarl
Adamantine Pendulum	70	19550	4888	22.11	192	48	N/A	N/A	N/A	+3	5	Voyc
Scrapulum	80	26150	6538	25.57	N/A	N/A	N/A	N/A	270	+6	4	Phoe
Brilliant Star	90	30300	7575	27.52	195	N/A	105	N/A	N/A	+3	3	Aste
Worn Out Pendulum	1	N/A	63	2.51	10	N/A	N/A	N/A	N/A	+0	0	Zeffi

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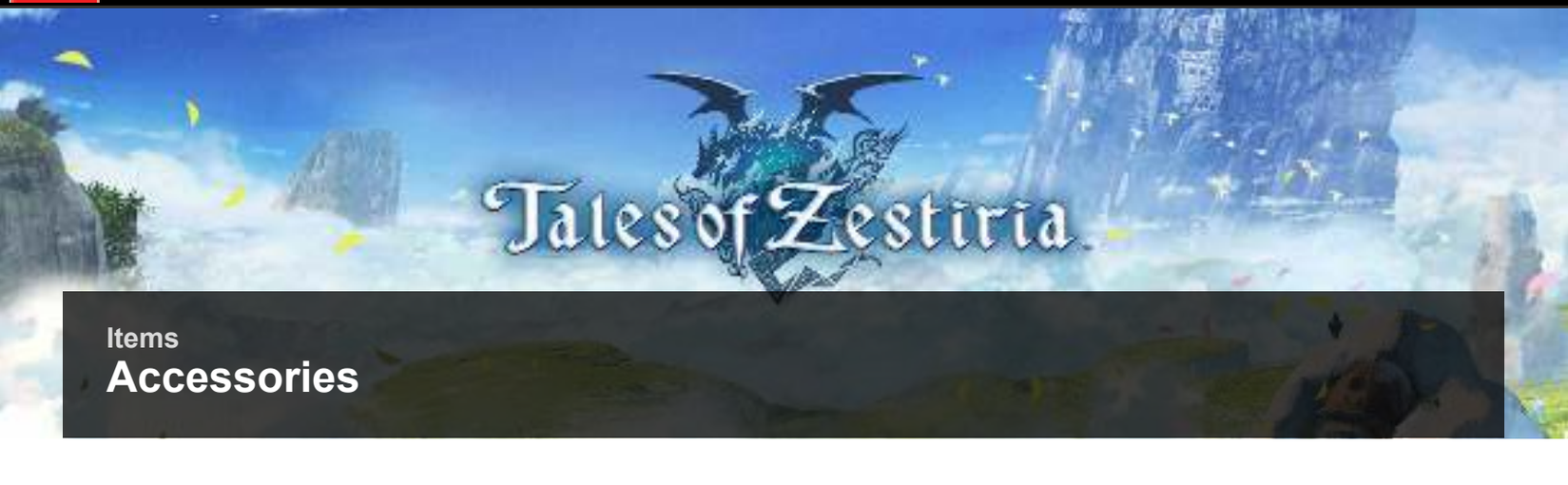

Items

Accessories

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EARRINGS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Ancient Earrings	5	N/A	70	2.65	N/A	N/A	45	N/A	N/A	+6	0	Rok
Amber Earrings	8	300	75	2.74	N/A	8	46	N/A	N/A	+3	10	Blok
Flame Black Earrings	11	410	103	3.21	N/A	N/A	47	16	N/A	+3	6	Defa
Calcite Earrings	15	520	130	3.61	N/A	N/A	68	N/A	7	+3	9.5	Myn
Black Talismans	18	630	158	3.97	17	N/A	67	N/A	N/A	+3	5.7	Feth
Fluoric Earrings	22	820	205	4.53	N/A	10	86	N/A	N/A	+3	9	Rezi
Glacial Earrings	25	1000	250	5	N/A	N/A	63	42	N/A	+3	5.4	Acqu
Amphibole Earrings	29	1300	325	5.7	N/A	N/A	117	N/A	N/A	+6	8.5	Prim
Earrings of Radius	32	1580	395	6.28	63	N/A	63	N/A	N/A	+3	5.1	Anth
Feldspar Earrings	36	2040	510	7.14	N/A	N/A	138	N/A	N/A	+6	8	Mira

Void Spheres	39	2480	620	7.87	N/A	N/A	132	15	N/A	+3	4.8	Litso
Quartz Earrings	43	3220	805	8.97	N/A	N/A	159	N/A	N/A	+6	7.5	Just
Mini Piercings	46	3910	978	9.89	N/A	N/A	67	N/A	101	+3	4.5	Aste
Topaz Earrings	50	5080	1270	11.27	N/A	N/A	180	N/A	N/A	+6	7	Blok
Rabbit Tail Piercings	53	6200	1550	12.45	N/A	38	151	N/A	N/A	+3	4.2	Anin
Mythril Earrings	57	8050	2013	14.19	N/A	N/A	80	121	N/A	+3	0	Legl
Fairy Piercings	60	9800	2450	15.65	N/A	N/A	210	N/A	N/A	+6	3.9	Dee
Adamantine Earrings	70	18840	4710	21.7	N/A	48	192	N/A	N/A	+3	5	Plait
Draupnir	80	25460	6365	25.23	N/A	N/A	188	N/A	81	+3	4	Faira
Irminsul	90	29200	7300	27.02	N/A	75	225	N/A	N/A	+3	3	Axce
Prickly Earrings	1	N/A	58	2.41	N/A	N/A	10	N/A	N/A	+0	0	Blas

RIBBONS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP
Ribbon	5	–	65	2.55	–	_	45	–	–	+6	0
Amber Ribbon Tie	8	300	75	2.74	–	13	41	–	–	+3	10
Anthem Ribbon Tie	11	380	95	3.08	16	_	47	–	–	+3	6
Calcite Ribbon Tie	15	480	120	3.46	–	–	56	19	–	+3	9.5
Diphdan Tie	45	3440	860	9.27	–	132	33	–	–	+3	5
Ribbon of Cosmos (DLC)	70	17670	4418	21.02	–	–	240	–	–	+6	5
Ribbon of Chaos (DLC)	72	18750	4688	21.65	–	146	–	100	–	+3	4
Ribbon of Equilibrium (DLC)	75	21000	5250	22.91	–	_	128	–	127	+3	3
Adamant Ribbon (DLC)	70	18200	4550	21.33	–	–	189	47	–	+3	2
Coarse Ribbon (DLC)	1	–	60	2.45	–	–	10	–	–	+0	0

CIRCLETS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Ancient Circlet	5	–	73	2.70	–	–	45	–	–	+6	0	Kom
Amber Circlet	8	290	73	2.70	–	–	46	8	–	+3	10	Myn
Elven Crown	11	410	103	3.21	–	–	41	–	22	+3	6	Spir
Calcite Circlet	15	530	133	3.65	11	–	64	–	–	+3	9.5	Roo
Rune Crest	18	640	160	4.00	–	–	63	21	–	+3	5.7	Wre
Fluoric Circlet	22	840	210	4.58	–	14	82	–	–	+3	9	Prim
Holy Circlet	25	1030	258	5.08	–	–	74	31	–	+3	5.4	Blud
Amphibole Circlet	29	1330	333	5.77	–	23	94	–	–	+3	8.5	Feth
Noble Quantum	32	1670	418	6.47	43	–	81	–	–	+3	5.1	Dea
Feldspar Circlet	36	2090	523	7.23	–	–	117	–	21	+3	8	Gaiz
Golden Band	39	2540	635	7.97	74	73	–	–	–	+3	4.8	Dev
Quartz Circlet	43	3300	825	9.08	–	–	135	24	–	+3	7.5	Anin
Doctor Mathis	46	4090	1023	10.11	–	–	166	–	–	+6	4.5	Inur
Topaz Circlet	50	5210	1303	11.41	–	27	153	–	–	+3	7	Rok
Psychic Mind	53	6350	1588	12.60	–	–	132	–	57	+3	4.2	Dee
Mythril Circlet	57	8340	2085	14.44	–	–	170	30	–	+3	0	Defa
Primeval Crown	60	10040	2510	15.84	–	147	–	63	–	+3	3.9	Blas
Adamantine Circlet	70	19320	4830	21.98	–	36	204	–	–	+3	5	Plait
Kaiser Crown	80	25830	6458	25.41	–	–	27	–	243	+3	4	She
Moebius Trance	90	29930	7483	27.36	–	–	180	120	–	+3	3	Inva
Knurled Circlet	1	–	60	2.45	–	–	10	–	–	+0	0	Dea

TIARAS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	
Tiara	5	–	73	2.70	–	–	45	–	–	+6	0	Bla
Amber Tiara	8	310	78	2.79	–	5	49	–	–	+3	10	Gi
Gerhilde	11	420	105	3.24	16	–	47	–	–	+3	6	Ra
Calcite Tiara	15	540	135	3.67	–	–	68	7	–	+3	9.5	Bl
Rossweisse	18	660	165	4.06	–	–	63	21	–	+3	5.7	Pr
Fluoric Tiara	22	860	215	4.64	–	–	86	–	10	+3	9	Ro
Siegrune	25	1050	263	5.13	–	–	105	–	–	+6	5.4	Ga
Amphibole Tiara	29	1370	343	5.86	–	12	105	–	–	+3	8.5	Po
Ortlinde	32	1660	415	6.44	–	–	88	38	–	+3	5.1	Le
Feldspar Tiara	36	2140	535	7.31	14	–	124	–	–	+3	8	Te
Grimgerde	39	2700	675	8.22	–	72	72	–	–	+3	4.8	De
Quartz Tiara	43	3380	845	9.19	–	–	143	–	16	+3	7.5	Bl
Brünnhilde	46	4100	1025	10.12	84	84	–	–	–	+3	4.5	Wi
Topaz Tiara	50	5340	1335	11.55	–	–	162	18	–	+3	7	Sh
Waltraute	53	6510	1628	12.76	–	–	142	–	47	+3	4.2	Ph
Mythril Tiara	57	8460	2115	14.54	–	20	181	–	–	+3	0	Sc
Helmwige	60	10290	2573	16.04	–	–	210	–	–	+6	3.9	Pr
Adamantine Tiara	70	19790	4948	22.24	–	48	192	–	–	+3	5	Lir
Schwertleite	80	26460	6615	25.72	108	–	162	–	–	+3	4	Pe
Flare Tiara	90	30660	7665	27.69	–	–	225	75	–	+3	3	Sh
Overwhelmed Tiara	1	–	60	2.45	–	–	10	–	–	+0	0	Fa

HAIRBANDS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Hairband	11	440	110	3.32	–	–	62	–	–	+6	6	Elvir
Calcite Hairband	15	550	138	3.71	–	–	60	15	–	+3	9.5	Dife
Sunny Arc	18	670	168	4.10	–	25	59	–	–	+3	5.7	Prim
Fluoric Hairband	22	870	218	4.67	19	–	77	–	–	+3	9	Wre
Cuter Than Cute	25	1070	268	5.18	–	–	53	52	–	+3	5.4	Shol
Amphibole Hairband	29	1380	345	5.87	–	–	94	–	23	+3	8.5	Farr
Demeter Harvest	32	1680	420	6.48	–	–	63	63	–	+3	5.1	Just
Feldspar Hairband	36	2160	540	7.35	–	28	110	–	–	+3	8	Poiz
Homely Hairband	39	2630	658	8.11	–	110	–	37	–	+3	4.8	Fatty
Quartz Hairband	43	3420	855	9.25	–	–	127	–	32	+3	7.5	Plez
Aphroditian Band	46	4150	1038	10.19	118	–	–	–	50	+3	4.5	Farr
Topaz Hairband	50	5400	1350	11.62	–	36	144	–	–	+3	7	Gaiz
Artemis's Moon	53	6850	1713	13.09	–	–	–	46	139	+3	4.2	Dew
Mythril Hairband	57	8560	2140	14.63	40	–	161	–	–	+3	0	Feth
Athena's Hairband	60	10720	2680	16.37	–	124	–	–	83	+3	3.9	Und
Adamantine Hairband	70	20020	5005	22.37	–	48	192	–	–	+3	5	Dev
Hera's Matrimony	80	26780	6695	25.87	135	–	135	–	–	+3	4	Inva
Pulchritude	90	31030	7758	27.85	–	–	225	–	75	+3	3	Max
Inflexible Hairband	1	–	60	2.45	–	–	10	–	–	+0	0	Urth

HATS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Hat	18	680	170	4.12	–	–	84	–	–	+6	5.7	Dev
Fluoric Hat	22	890	223	4.72	–	–	86	10	–	+3	9	Myn
Fine Beret	25	1090	273	5.22	16	–	89	–	–	+3	5.4	Plez
Amphibole Hat	29	1410	353	5.94	–	–	99	–	18	+3	8.5	Atak

Red Beret	32	1720	430	6.56	38	–	88	–	–	+3	5.1	Blud
Feldspar Hat	36	2210	553	7.44	–	21	117	–	–	+3	8	Dife
Chapka	39	2690	673	8.20	–	–	110	–	37	+3	4.8	Fatty
Quartz Hat	43	3500	875	9.35	–	24	135	–	–	+3	7.5	Rezi
Cowboy Hat	46	4420	1105	10.51	–	–	17	–	148	+3	4.5	Leah
Topaz Hat	50	5530	1383	11.76	27	–	153	–	–	+3	7	Gilli
Exile Hat	53	6740	1685	12.98	–	132	–	57	–	+3	4.2	Feth
Mythril Hat	57	8760	2190	14.80	–	–	171	30	–	+3	0	Piny
Viking Hat	60	10650	2663	16.32	73	–	137	–	–	+3	3.9	Acqu
Adamantine Hat	70	20490	5123	22.63	–	–	204	36	–	+3	5	Sche
Illustrious Rosario	80	27410	6853	26.18	–	–	270	–	–	+6	4	Penn
Migratory Hat	90	31760	7940	28.18	–	180	–	–	120	+3	3	Inva
Flexuous Hat	1	–	63	2.51	–	–	10	–	–	+0	0	Wind

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Items
Armor

Level (Lv.) affects the item's treasure restoration rate (a Lord of the Land Boon) and drop rate after vanquishing enemies. Purchase Price is how much that item costs at shops. Selling Price is how much the item is worth when sold at shops, and Grade is how much the item will raise in Grade when offered to the Lord of the Land. The weapon's stats (Attack, Defense, Arte Attack, Arte Defense, and Focus) are also listed. Rise Value affects the price of Fusion, and Drop represents the initial chance percentage of that item dropping after battles. Skill 1 is the default Skill that will appear in the first slot of that item, and How to Acquire shows the first place the item appears in a dungeon, which enemies will drop it, the store at which it is sold, or at what rank that shop needs to be raised to in order to sell that item (refer to 'Shop Rank Table').

> NOTE
>
> All Mythril items are only available after completing 'Sub-Event: Mythril'.

MEN'S ARMOR

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Natural Waistcoat	5	–	60	2.45	–	45	–	–	–	+6	10	Difer
Amber Waistcoat	8	330	83	2.88	–	46	–	8	–	+3	9.8	Rezi
Waistcoat	11	500	125	3.54	–	50	–	–	13	+3	9.6	Roo
Calcite Waistcoat	15	640	160	4.00	–	64	–	11	–	+3	9.4	Difer
Thorny Vest	18	780	195	4.42	13	71	–	–	–	+3	9.2	Rang
Fluoric Waistcoat	22	1020	255	5.05	–	82	–	14	–	+3	9	Blok
Jet Black Vest	25	1250	313	5.59	–	89	–	16	–	+3	8.8	Rele
Amphibole Waistcoat	29	1620	405	6.36	–	99	–	18	–	+3	8.6	Wres
Kingly Waistcoat	32	1970	493	7.02	107	–	–	–	19	+3	8.4	Gaiz
Feldspar Waistcoat	36	2540	635	7.97	–	117	–	21	–	+3	8.2	Gilliu
Colorful Waistcoat	39	3090	773	8.79	–	125	–	22	–	+3	8	Blarl
Quartz Waistcoat	43	4020	1005	10.02	–	135	–	24	–	+3	7.8	Spir
Summer Vacation	46	4880	1220	11.05	–	–	–	134	34	+3	7.6	Gain
Topaz Waistcoat	50	6350	1588	12.60	–	144	–	36	–	+3	7.4	Farr
Aqua Marine Blue	53	7740	1935	13.91	–	151	–	38	–	+3	7.2	Feth
Mythril Waistcoat	57	10060	2515	15.86	–	161	–	40	–	+3	0	Anth
Reflex Vest	60	12490	3123	17.67	104	104	–	–	–	+3	1	Amb
Adamantine Waistcoat	70	23550	5888	24.27	–	192	–	48	–	+3	6.6	Devo
Zero Impact Vest	80	32130	8033	28.34	–	214	–	53	–	+3	6.4	Deu
Mumbane	90	36500	9125	30.21	–	150	–	150	–	+3	6.2	Phoe
Flattering Garment	1	–	70	2.65	–	10	–	–	–	+0	0	Ekse

WOMEN'S ARMOR

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Battle Garment	5	–	73	2.70	–	45	–	–	–	+6	0	Difer
Amber Garment	8	340	85	2.92	–	43	–	11	–	+3	9.8	Rezi
Silky Touch Garment	11	510	128	3.58	–	47	–	–	16	+3	9.6	Prim
Calcite Garment	15	650	163	4.04	–	60	–	15	–	+3	9.4	Blok
Middy Blouse	18	790	198	4.45	–	50	–	–	34	+3	9.2	Roo
Fluoric Garment	22	1040	260	5.10	–	77	–	19	–	+3	9	Rele
Garish Pink Shirt	25	1270	318	5.64	63	42	–	–	–	+3	8.8	Gain
Amphibole Garment	29	1640	410	6.40	–	94	–	23	–	+3	8.6	Mira
Crimson Veil	32	1990	498	7.06	–	–	38	88	–	+3	8.4	Blud
Feldspar Garment	36	2570	643	8.02	–	110	–	28	–	+3	8.2	Farr
Pure White Veil	39	3130	783	8.85	–	74	–	73	–	+3	8	Rokl
Quartz Garment	43	4070	1018	10.09	–	119	–	40	–	+3	7.8	Anin
Mystic Feather Garment	46	4930	1233	11.10	–	–	67	–	101	+3	7.6	Blas
Topaz Garment	50	6420	1605	12.67	–	135	–	45	–	+3	7.4	Blarl
Elder Garden	53	7820	1955	13.98	–	–	57	132	–	+3	7.2	Ekse
Mythril Garment	57	10170	2543	15.95	–	151	–	50	–	+3	0	Plait
Survivor's Garb	60	12370	3093	17.59	–	105	–	105	–	+3	6.8	Phoe
Adamantine Garment	70	23790	5948	24.39	–	180	–	60	–	+3	6.6	Dee
Uprising Veil	80	31820	7955	28.20	108	162	–	–	–	+3	6.4	Inva
Empress Shield	90	36870	9218	30.36	–	210	–	90	–	+3	6.2	Prive
Smooth Garment	1	–	73	2.70	–	10	–	–	–	+0	0	Ekse
Gladiator (DLC)	85	–	7955	28.20	–	143	–	143	–	+3	0	Solju

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Items
Rings

Level (Lv.) affects the item's treasure restoration rate (a Lord of the Land Boon) and drop rate after vanquishing enemies. Purchase Price is how much that item costs at shops. Selling Price is how much the item is worth when sold at shops, and Grade is how much the item will raise in Grade when offered to the Lord of the Land. The weapon's stats (Attack, Defense, Arte Attack, Arte Defense, and Focus) are also listed. Rise Value affects the price of Fusion, and Drop represents the initial chance percentage of that item dropping after battles. Skill 1 is the default Skill that will appear in the first slot of that item, and How to Acquire shows the first place the item appears in a dungeon, which enemies will drop it, the store at which it is sold, or at what rank that shop needs to be raised to in order to sell that item (refer to 'Shop Rank Table').

RINGS

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Void Ring	5	–	70	2.65	—	—	—	45	1955	+6	10	Devo
Fire Ring	8	350	88	2.97	—	—	8	46	—	+3	9.6	Defa
Earth Ring	11	530	133	3.65	—	9	—	53	—	+3	9.2	Deur
Aqua Ring	15	680	170	4.12	—	—	—	74	—	+6	8.8	Deac
Wind Ring	18	840	210	4.58	—	—	—	70	12	+3	8.4	Dew
Shock Ward	22	1060	265	5.15	14	—	—	82	—	+3	8	Rokl
Flame Ward	25	1310	328	5.73	—	—	16	88	—	+3	7.6	Kom
Slow Ward	29	1710	428	6.54	—	17	—	99	—	+3	7.2	Elvin
Poison Ward	32	2090	523	7.23	—	—	—	124	—	+6	6.8	Melt
Fatigue Ward	36	2730	683	8.26	—	—	—	115	20	+3	6.4	Leah
Animalia Ring	39	3190	798	8.93	22	—	—	125	—	+3	6	Anim
Shell Ring	43	4150	1038	10.19	—	—	24	135	—	+3	5.6	Sche
Blob Ring	46	5030	1258	11.22	—	25	—	143	—	+3	5.2	Blarb
Legless Ring	50	6550	1638	12.8	—	—	—	180	—	+6	4.8	Legli
Pinion Ring	53	7980	1995	14.12	—	—	—	161	28	+3	4.4	Piny
Anthro Ring	57	10370	2593	16.1	30	—	—	171	—	+3	4	Anth
Plated Ring	60	12610	3153	17.76	—	—	31	179	—	+3	3.6	Plait
Lich Ring	70	24260	6065	24.63	—	36	—	204	—	+3	3.2	Litsc
Demon Ring	80	32450	8113	28.48	—	—	—	270	—	+6	2.8	Deer
Lindworm Ring	90	37600	9400	30.66	—	—	—	255	45	+3	2.4	Lindw
Squelched Ring	1	–	73	2.7	—	—	—	10	—	+0	0	Inval

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Items

Shoes

Level (Lv.) affects the item's treasure restoration rate (a Lord of the Land Boon) and drop rate after vanquishing enemies. Purchase Price is how much that item costs at shops. Selling Price is how much the item is worth when sold at shops, and Grade is how much the item will raise in Grade when offered to the Lord of the Land. The weapon's stats (Attack, Defense, Arte Attack, Arte Defense, and Focus) are also listed. Rise Value affects the price of Fusion, and Drop represents the initial chance percentage of that item dropping after battles. Skill 1 is the default Skill that will appear in the first slot of that item, and How to Acquire shows the first place the item appears in a dungeon, which enemies will drop it, the store at which it is sold, or at what rank that shop needs to be raised to in order to sell that item (refer to 'Shop Rank Table').

> NOTE
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SHOES

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Battle Boots	5	—	60	2.45	—	—	—	—	45	+6	10	Spir
Amber Boots	8	290	73	2.7	—	8	—	—	46	+3	9.6	Rezi
Calcite Boots	15	660	165	4.06	—	—	15	—	60	+3	9.2	Spir
Fluoric Boots	22	1050	263	5.13	—	—	19	—	77	+3	8.8	Plez
Amphibole Boots	29	1660	415	6.44	—	23	—	—	94	+3	8.4	Plez
Feldpsar Boots	36	2600	650	8.06	—	28	—	—	110	+3	8	Gaiz
Quartz Boots	43	4110	1028	10.14	—	—	—	32	127	+3	7.6	Blar
Topaz Boots	50	6480	1620	12.73	—	—	36	—	144	+3	7.2	Farr
Mythril Boots	57	10270	2568	16.02	—	40	—	—	161	+3	0	Legl
Adamantine Boots	70	24030	6008	24.51	—	60	—	—	180	+3	6.4	Blas
Hesitant Shoes	1	—	73	2.7	—	—	—	—	10	+0	0	Invo

MEN'S SHOES

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Hard Shoes	11	490	123	3.51	—	—	—	16	47	+3	8	Blok
Burning Dash	18	770	193	4.39	46	—	—	—	38	+3	7.6	Blud
Spiked Shoes	25	1230	308	5.55	37	—	—	—	68	+3	7.2	Urth
Resistance Shoes	32	1990	498	7.06	—	—	—	74	50	+3	6.8	Dead
Protective Hops	39	3030	758	8.71	—	74	—	73	—	+3	6.4	Wind
Military Hike	46	4790	1198	10.95	—	134	—	—	34	+3	6	Devo
Hyper Velocity Boots	53	7590	1898	13.78	—	76	—	—	113	+3	5.6	Feth
Kaiser Road	60	12000	3000	17.32	105	—	105	—	—	+3	5.2	Penn
Gigant Shoes	80	31490	7873	28.06	—	267	—	—	—	+6	4.8	Inur
Turbulent Shoes	90	37210	9303	30.5	—	—	118	—	176	+3	4.4	Inwi

WOMEN'S SHOES

NAME	LV.	PURCHASE PRICE	SELLING PRICE	GRADE	ATK	DEF	ARTE ATK	ARTE DEF	FOCUS	RISE VALUE	DROP	S 1
Command Shoes	11	500	125	3.54	19	—	—	—	44	+3	8	Rang
Cute Shoes	18	780	195	4.42	—	—	—	59	25	+3	7.6	Just
Cast Heels	25	1240	310	5.57	—	—	—	—	105	+6	7.2	Feth
Featherlight Steps	32	1960	490	7.00	—	—	13	—	113	+3	6.8	Fant
Runner's High	39	3090	773	8.79	—	51	—	—	95	+3	6.4	Defa
Hover Jet Boots	46	4880	1220	11.05	—	—	—	—	167	+6	6	Defa
Shimmery Shoes	53	7670	1918	13.85	28	—	—	—	161	+3	5.6	Voyd
Pegasus Wings	60	12120	3030	17.41	—	—	—	168	42	+3	5.2	Ekse
Grounded Shoes	80	32130	8033	28.34	66	—	—	—	200	+3	4.8	Inac
Queen Ellis Heels	90	36500	9125	30.21	—	—	—	149	150	+3	4.4	Infai

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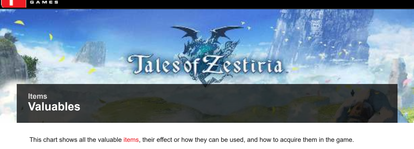

Items
Valuables

This chart shows all the valuable items, their effect or how they can be used, and how to acquire them in the game.

NOTE

If there are multiples of an item (Blessing Orbs, for instance), only the first instance of the item is listed in How to Acquire.

NAME	EFFECT AND APPLICATION	HOW TO ACQUIRE
Celestial Record	N/A	Available from the beginning
Prickleboar Hide	N/A	Defeat a prickleboar
Royal Knife	Open sealed door in Vivia Subterranean Aqueduct	Elysia
Prized Glove	N/A	Mt. Mabinogio Ruins
Gramp's Pipe	Grants entrance to Katz Corner	Elysia
Work Order	Give it to the worker in Ladylake - Outside the Aqueduct	Choose to deliver a work order for Eguille.
Work Report	Give it to Eguille in Ladylake	Put Eguille's work order into the box next to the worker in Ladylake - Outside the Aqueduct
Library Key	N/A	Marlind
Holy Water of the Falls	N/A	Galahad Ruins
Plague Medicine	N/A	Obtain from Marlind's Representative
Rolance Travel Pass	N/A	Pendrago Knights' Tower
Small Red Tablet	Open red doors	Pendrago Shrinechurch
Small Blue Tablet	Open blue doors	Pendrago Shrinechurch
Small Green Tablet	Open green doors	Pendrago Shrinechurch
Small Yellow Tablet	Open yellow doors	Pendrago Shrinechurch
Siegfried	N/A	Pendrago, the Blessed Capital (2)
Windmaster Talisman: Tempest	Boosts speed across the map by 10%	Enemy: ???
Windmaster Talisman: Gale	Boosts speed across the map by 10%	Enemy: Ouroboros
Windmaster Talisman: Nimble	Boosts speed across the map by 10%	Enemy: Drake
Gramp's Letter	N/A	Elysia
Note to Mavyin	Give it to Mavyin	Speak to the priest in Pendrago Shrinechurch who was talking to Mavyin
Legendary Seraphic Arte Key	Key for reawakening ancient seraphic artes	Load clear data
Peacock Feathers	Trade to informant: Sub-Event: Alisha, the Princess	Enemy: King Peacock
Weapon Parts	Bring to the weapon shop (you cannot move faster than a walk)	Choose to deliver weapons for Eguille
Tough Pickaxe	Use this to mine Mythril	Received from weaponsmith after raising all weaponsmith shops to 2.5 stars or higher
Mythril	Material to make Mythril equipment	Acquire Tough Pickaxe and examine the Mythril mining spot in Aroundight Forest
Red Iris Gem: Ett	Earthen Historia: Shepherd	After acquiring Purple Iris Gem: Do
Red Iris Gem: Tva	Earthen Historia: Shepherd	Pendrago Shrinechurch
Red Iris Gem: Tre	Earthen Historia: Shepherd	Galahad Ruins
Red Iris Gem: Fyra	Earthen Historia: Shepherd	After acquiring Green Gem: Eins
Red Iris Gem: Fem	Earthen Historia: Shepherd	Lohgrin, the Tower Remains (2)
Green Iris Gem: Eins	Earthen Historia: Heldalf	After acquiring Red Iris Gem: Tre
Green Iris Gem: Zwei	Earthen Historia: Heldalf	After acquiring Red Iris Gem: Fyra
Green Iris Gem: Drei	Earthen Historia: Heldalf	After acquiring Red Gem: Ett
Green Iris Gem: Vier	Earthen Historia: Heldalf	After acquiring Green Iris Gem: Drei
Green Iris Gem: Funf	Earthen Historia: Heldalf	After acquiring Green Iris Gem: Vier
Green Irish Gem: Sechs	Earthen Historia: Heldalf	After acquiring Green Iris Gem: Funf
Yellow Iris Gem: Odin	Earthen Historia: Heldalf	After acquiring Green Iris Gem: Zwei
Yellow Iris Gem: Dva	Earthen Historia: Heldalf	Tintagel Ruins
Yellow Iris Gem: Tri	Earthen Historia: Heldalf	After acquiring Yellow Iris Gem: Odin
Purple Iris Gem: Ek	Earthen Historia: Maotelus	After acquiring Yellow Iris Gem: Tri
Purple Iris Gem: Do	Earthen Historia: Maotelus	After acquiring Purple Iris Gem: Ek
Gold Key	Open gold treasure chests and gold doors	Arctus Ruins
Silver Key	Open silver treasure chests and silver doors	Tintagel Ruins
Copper Key	Open copper treasure chests and copper doors	Enemy: Slime Glutton
Ladylake: Proof of Rejuvenation	Access the Lord of the Land Menu for Ladylake and the surrounding areas	Falkewin Hillside: Have Father Breunor Bless the Holy Water
Marlind: Proof of Rejuvenation	Access the Lord of the Land Menu for Marlind and the surrounding areas	Dumnonia Museum: Purify the Drake
Lastonbell: Proof of Rejuvenation	Access the Lord of the Land Menu for Lastonbell and the surrounding areas	Sub-Event: Rejuvenation of Lastonbell
Pendrago: Proof of Rejuvenation	Access the Lord of the Land Menu for Pendrago and the surrounding areas	Sub-Event: Rejuvenation of Pendrago
Gododdin: Proof of Rejuvenation	Access the Lord of the Land Menu for Gododdin and the surrounding areas	Sub-Event: Rejuvenation of Gododdin
Lohgrin: Proof of Rejuvenation	Access the Lord of the Land Menu for Lohgrin and the surrounding areas	Sub-Event: Rejuvenation of Lohgrin
Hexen Isle: Proof of Rejuvenation	Access the Lord of the Land Menu for Hexen Isle and the surrounding areas	Find the Lost Katz on Hexen Isle
Divine Artifact: Fire	Proof of the pact between Lailah and Sorey	Ladylake
Divine Artifact: Water	Proof of the pact between Lailah and Mildeo	Galahad Ruins
Divine Artifact: Earth	Proof of the pact between Lailah and Edna	Rayfalke Spiritcrest
Divine Artifact: Wind	Proof of the pact between Lailah and a wind seraph	Tintagel Ruins
Proof of Spiritual Power: Fire	Proof that you have mastered the spiritual power of fire	Igraine, Shrine of the Fire Trial
Proof of Spiritual Power: Water	Proof that you have mastered the spiritual power of water	Lefay, Shrine of the Water Trial
Proof of Spiritual Power: Earth	Proof that you have mastered the spiritual power of earth	Morgause, Shrine of the Earth Trial
Proof of Spiritual Power: Wind	Proof that you have mastered the spiritual power of wind	Guinevere, Shrine of the Wind Trial
Blessing Orb	Increase party's max HP (there are 14 in total)	Defeat a Slime Glutton or Drake
Imbued Orb	Increase party's max HP (there are 6 in total)	Enemy: Ammit / Odin
Anomalous Orb	Increase party's max HP (there are 36 in total)	Enemy: Ouroboros / Echidna
Ancient Orb: Qian	Increase party's max HP	Enemy: Agni
Ancient Orb: Kun	Increase party's max HP	Enemy: Aizen
Ancient Orb: Zhen	Increase party's max HP	Enemy: Illuyankas
Ancient Orb: Xun	Increase party's max HP	Enemy: Jade
Ancient Orb: Kan	Increase party's max HP	Enemy: Quetzalcoatl
Ancient Orb: Li	Increase party's max HP	Enemy: Duoblock
Ancient Orb: Gen	Increase party's max HP	Enemy: Fafnir
Ancient Orb: Dui	Increase party's max HP	Enemy: Dragon Zombie
Dragon Reincarnation Orb	Offsets the power of the dragon's self-healing arte, Luminous Gain	Enemy: Tiamat
System Book	View explanations of the game system and battles within the Library Menu	From the beginning
Discovery Book	View discoveries you have made so far within the Library Menu	From the beginning
Skill Book	View the skills you have obtained so far within the Library Menu	From the beginning
Enemy Book	View information about the enemies you have encountered within the Library Menu	From the beginning
Adventure Map: City of the Lake	Map updated around Ladylake	Purchase for 100 gald from the Turtlez in Ladylake
Adventure Map: Town of the Woods	Map updated around Marlind	Purchase for 200 gald from the Turtlez in Marlind
Adventure Map: Near the Border	Map updated around Lastonbell	Purchase for 300 gald from the Turtlez in Lastonbell
Adventure Map: Around the Capital	Map updated around Pendrago	Purchase for 400 gald from the Turtlez in Pendrago
Adventure Map: Southeast Frontier	Map updated around Gododdin	Purchase for 500 gald from the Turtlez in Gododdin
Adventure Map: Western Region	Map updated around Lohgrin	Purchase for 600 gald from the Turtlez in Lohgrin
Adventure Map: Unknown Island	Map updated around Hexen Isle	Find the Lost Katz on Hexen Isle
Purple Crystal Key (DLC)	Open purple doors	Treasure: Elaine Ruins
Purple Crystal Orb (DLC)	Open a wall in the Elaine Ruins	Treasure: Elaine Ruins

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Shops & Inns
Overview

Shops are where you can purchase and sell items and equipment for gald. You can also use gald at shops to fuse equipment together. A shop's rank goes up depending on the amount of gald exchanged when purchasing, selling, or fusing items. Raising a shop's rank will result in that shop stocking more powerful equipment. Each shop's current rank is indicated by the 5 stars displayed under the shop name in the shop menu. There are a total of 10 possible ranks, so each half-star is equal to one rank level. Your progress toward the next level is shown on the progress bar behind the stars; once that bar is filled, the shop rank will increase.

Shops and Inns use the same ranking system to denote item/dish availability. Ranking up shops will give you access to better items and equipment, while ranking up Inns will give you access to more dishes with longer lasting effects.

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Shops & Inns

Ladylake

NOTE

All Mythril items are only available after completing 'Sub-Event: Mythril'.

Weaponsmith Ladsinc

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
WEAPONS	
Amber Sword	1
Mythril Sword	1
Ignis Blade	4
Calcite Sword	8
Amber Spear	1
Spear of Impending Death	8
Amber Staff	1
Surging Falls	4
Calcite Staff	8
Amber Paper	1
Grace Sheet	4
Calcite Paper	8
Calcite Umbrella	8
ACCESSORIES	
Amber Earrings	1
Flame Black Earrings	4
Calcite Earrings	8
Amber Ribbon Tie	1
Anthem Ribbon Tie	4
Calcite Ribbon Tie	8
Amber Circlet	1
Mythril Circlet	1
Elven Crown	4
Calcite Circlet	8
Amber Tiara	1
Gerhilde	4
Calcite Tiara	8
Hairband	4
Calcite Hairband	8
ARMOR	
Amber Waistcoat	1
Waistcoat	4
Calcite Waistcoat	8
Amber Garment	1
Silky Touch Garment	4
Calcite Garment	8
RINGS	
Fire Ring	1
Earth Ring	4
Aqua Ring	8
SHOES	
Amber Boots	1
Calcite Boots	8
Hard Shoes	4
Command Shoes	4

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Shops & Inns

Marlind

Weaponsmith Cuatrind

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Life Bottle	1
Holy Bottle	1
WEAPONS	
Calcite Sword	1
Azure Blue	4
Fluoric Sword	8
Amber Spear	1
Spear of Impending Death	2
Calcite Spear	4
Mythril Dagger	1
Raider Blade	4
Fluoric Dagger	8
Calcite Staff	1
Rod of Turmoil	4
Fluoric Staff	8
Calcite Paper	1
Bamboo Stack	4
Fluoric Paper	8
Calcite Umbrella	1
Beach Parasol	4
Fluoric Umbrella	8
Pendulum	4
Fluoric Pendulum	8
ACCESSORIES	
Calcite Earrings	1
Black Talismans	4
Fluoric Earrings	8
Calcite Ribbon Tie	1
Calcite Circlet	1
Rune Crest	4
Fluoric Circlet	8
Calcite Tiara	1
Mythril Tiara	1
Rossweisse	4
Fluoric Tiara	8
Calcite Hairband	1
Sunny Arc	4
Fluoric Hairband	8
Hat	4
Fluoric Hat	8
ARMOR	
Calcite Waistcoat	1
Thorny Vest	4
Fluoric Waistcoat	8
Calcite Garment	1
Middy Blouse	4
Fluoric Garment	8
RINGS	
Aqua Ring	1
Wind Ring	4
Shock Ward	8
SHOES	
Calcite Boots	1
Fluoric Boots	8
Burning Dash	4
Cute Shoes	4

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Shops & Inns

Marlind (Alisha DLC)

Weaponsmith Cuatrind

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Melon Gel	5
Elixir	5
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Hourglass	8
Drop Bottle	8
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Duplemar	1
Gloandi	6
Topaz Dagger	1
Adamantine Dagger	8
Topaz Paper	1
Adamantine Paper	8
Topaz Umbrella	1
Adamantine Umbrella	8
Topaz Pendulum	1
Adamantine Pendulum	8
ACCESSORIES	
Ribbon of Cosmos	1
Ribbon of Chaos	3
Ribbon of Equilibrium	6
Adamant Ribbon	4
Topaz Tiara	1
Adamantine Tiara	8
Topaz Hairband	1
Adamantine Hairband	8
Topaz Hat	1
Adamantine Hat	8
ARMOR	
Topaz Waistcoat	1
Adamantine Waistcoat	8
Topaz Garment	1
Adamantine Garment	8
RINGS	
Plated Ring	1
Lich Ring	5
SHOES	
Topaz Boots	1
Adamantine Boots	7

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Shops & Inns

Lastonbell

Weaponsmith Treston

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Panacea Bottle	1
Life Bottle	1
Holy Bottle	1
WEAPONS	
Fluoric Sword	1
Void Slasher	4
Amphibole Sword	8
Calcite Spear	1
Fluoric Dagger	1
Sharpened Needle	4
Amphibole Dagger	8
Fluoric Staff	1
Earthen Gale	4
Amphibole Staff	8
Mythril Staff	1
Fluoric Paper	1
Mosquitoless Euphoria	4
Amphibole Paper	8
Fluoric Umbrella	1
Sunlight Parasol	4
Amphibole Umbrella	8
Fluoric Pendulum	1
Melancholic Din	4
Amphibole Pendulum	8
ACCESSORIES	
Fluoric Earrings	1
Glacial Earrings	4
Amphibole Earrings	8
Calcite Ribbon Tie	1
Fluoric Circlet	1
Holy Circlet	4
Amphibole Circlet	8
Fluoric Tiara	1
Siegrune	4
Amphibole Tiara	8
Fluoric Hairband	1
Cuter Than Cute	4
Amphibole Hairband	8
Mythril Hairband	1
Fluoric Hat	1
Fine Beret	4
Amphibole Hat	8
ARMOR	
Fluoric Waistcoat	1
Jet Black Vest	4
Amphibole Waistcoat	8
Fluoric Garment	1
Garish Pink Shirt	4
Amphibole Garment	8
RINGS	
Shock Ward	1
Flame Ward	4
Slow Ward	8
SHOES	
Fluoric Boots	1
Amphibole Boots	8
Spiked Shoes	4
Cast Heels	4

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Shops & Inns

Lastonbell (Alisha DLC)

Weaponsmith Treston

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Melon Gel	5
Elixir	5
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Hourglass	8
Drop Bottle	8
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Duplemar	1
Gloandi	6
Topaz Dagger	1
Adamantine Dagger	8
Topaz Paper	1
Adamantine Paper	8
Topaz Umbrella	1
Adamantine Umbrella	8
Topaz Pendulum	1
Adamantine Pendulum	8
ACCESSORIES	
Ribbon of Cosmos	1
Ribbon of Chaos	3
Ribbon of Equilibrium	6
Adamant Ribbon	4
Topaz Tiara	1
Adamantine Tiara	8
Topaz Hairband	1
Adamantine Hairband	8
Topaz Hat	1
Adamantine Hat	8
ARMOR	
Topaz Waistcoat	1
Adamantine Waistcoat	8
Topaz Garment	1
Adamantine Garment	8
RINGS	
Plated Ring	1
Lich Ring	5
SHOES	
Topaz Boots	1
Adamantine Boots	7

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Shops & Inns

Pendrago

Weaponsmith Pendos

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Panacea Bottle	1
Life Bottle	1
Holy Bottle	1
WEAPONS	
Amphibole Sword	1
Accurizer	4
Feldspar Sword	8
Calcite Spear	1
Amphibole Dagger	1
Grim Culler	4
Feldspar Dagger	8
Amphibole Staff	1
Dragon Tail	4
Feldspar Staff	8
Amphibole Paper	1
Vellum	4
Feldspar Paper	8
Mythril Paper	1
Amphibole Umbrella	1
Umbrella Lance	4
Feldspar Umbrella	8
Amphibole Pendulum	1
Angelite	4
Feldspar Pendulum	8
ACCESSORIES	
Amphibole Earrings	1
Earrings of Radius	4
Feldspar Earrings	8
Calcite Ribbon Tie	1
Amphibole Circlet	1
Noble Quantum	4
Feldspar Circlet	8
Amphibole Tiara	1
Ortlinde	4
Feldspar Tiara	8
Amphibole Hairband	1
Demeter Harvest	4
Feldspar Hairband	8
Amphibole Hat	1
Red Beret	4
Feldspar Hat	8
Mythril Hat	1
ARMOR	
Amphibole Waistcoat	1
Kingly Waistcoat	4
Feldspar Waistcoat	8
Amphibole Garment	1
Crimson Veil	4
Feldspar Garment	8
RINGS	
Slow Ward	1
Poison Ward	4
Fatigue Ward	8
SHOES	
Amphibole Boots	1
Feldspar Boots	8
Resistance Shoes	4
Featherlight Steps	4

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Shops & Inns

Gododdin (before Igraine, Shrine of the Fire Trial)

Weaponsmith Goduno

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Life Bottle	1
Panacea Bottle	1
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Amphibole Sword	1
Calcite Spear	1
Amphibole Dagger	1
Amphibole Staff	1
Amphibole Paper	1
Amphibole Umbrella	1
Amphibole Pendulum	1
ACCESSORIES	
Amphibole Earrings	1
Calcite Ribbon Tie	1
Amphibole Circlet	1
Amphibole Tiara	1
Amphibole Hairband	1
Amphibole Hat	1
ARMOR	
Amphibole Waistcoat	1
Amphibole Garment	1
RINGS	
Poison Ward	1
SHOES	
Amphibole Boots	1

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Shops & Inns

Gododdin (after Igraine, Shrine of the Fire Trial)

Weaponsmith Goduno

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Panacea Bottle	1
Life Bottle	1
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Feldspar Sword	1
Sword Breaker	4
Quartz Sword	8
Calcite Spear	1
Feldspar Dagger	1
Hushed Sonance	4
Quartz Dagger	8
Feldspar Staff	1
Rod of Tranquility	4
Quartz Staff	8
Feldspar Paper	1
Sharp-edged Paper	4
Quartz Paper	8
Feldspar Umbrella	1
Pastel Parasol	4
Quartz Umbrella	8
Mythril Umbrella	1
Feldspar Pendulum	1
Labradorite	4
Quartz Pendulum	8
ACCESSORIES	
Feldspar Earrings	1
Void Spheres	4
Quartz Earrings	8
Calcite Ribbon Tie	1
Diphdan Tie	10
Feldspar Circlet	1
Golden Band	4
Quartz Circlet	8
Feldspar Tiara	1
Grimgerde	4
Quartz Tiara	8
Feldspar Hairband	1
Homely Hairband	4
Quartz Hairband	8
Feldspar Hat	1
Chapka	4
Quartz Hat	8
ARMOR	
Feldspar Waistcoat	1
Colorful Waistcoat	4
Quartz Waistcoat	8
Mythril Waistcoat	1
Feldspar Garment	1
Pure White Veil	4
Quartz Garment	8
Labradorite	4
Quartz Pendulum	8
RINGS	
Fatigue Ward	1
Animalia Ring	4
Shell Ring	8
SHOES	
Feldspar Boots	1
Quartz Boots	8
Protective Hops	4
Runner's High	4

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Shops & Inns

Lohgrin

Weaponsmith Cerogrin

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Hourglass	8
Drop Bottle	8
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Topaz Sword	1
Extrinsic Sword	4
Spear of Impending Death	1
Topaz Dagger	1
Photonic Ray	4
Topaz Staff	1
Genius's Staff	4
Topaz Paper	1
Direct Appeal Paperwork	4
Topaz Umbrella	1
Rainbow Arch	4
Topaz Pendulum	1
Andradite	4
ACCESSORIES	
Topaz Earrings	1
Rabbit Tail Piercing	4
Mythril Earrings	1
Diphdan Tie	1
Topaz Circlet	1
Psychic Mind	4
Topaz Tiara	1
Waltraute	4
Topaz Hairband	1
Artemis's Moon	4
Topaz Hat	1
Exile Hat	4
ARMOR	
Topaz Waistcoat	1
Aqua Marine Blue	4
Topaz Garment	1
Elder Garden	4
RINGS	
Legless Ring	1
Pinion Ring	4
Anthro Ring	8
SHOES	
Topaz Boots	1
Mythril Boots	1
Hyper Velocity Boots	4
Shimmery Shoes	4

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Shops & Inns

Dark Turtlez Emporium

Vivia Subterranean Aqueduct

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
WEAPONS	
Amber Sword	1
Amber Staff	1
Amber Paper	1
ACCESSORIES	
Amber Earrings	1
Amber Ribbon Tie	1
Amber Circlet	1
Amber Tiara	1
ARMOR	
Amber Waistcoat	1
Amber Garment	1
RINGS	
Fire Ring	1
SHOES	
Amber Boots	1

Vivia Subterranean Aqueduct (2)

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Life Bottle	1
WEAPONS	
Amber Sword	1
Amber Spear	1
Amber Staff	1
Amber Paper	1
ACCESSORIES	
Amber Earrings	1
Amber Ribbon Tie	1
Amber Circlet	1
Amber Tiara	1
ARMOR	
Amber Waistcoat	1
Amber Garment	1
RINGS	
Earth Ring	1
SHOES	
Amber Boots	1

Glaivend Basin

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Life Bottle	1
Holy Bottle	1
WEAPONS	
Calcite Sword	1
Amber Spear	1
Calcite Staff	1
Calcite Paper	1
Calcite Umbrella	1
ACCESSORIES	
Calcite Earrings	1
Calcite Ribbon Tie	1
Calcite Circlet	1
Calcite Tiara	1
Calcite Hairband	1
ARMOR	
Calcite Waistcoat	1
Calcite Garment	1
RINGS	
Aqua Ring	1
SHOES	
Calcite Boots	1

Glaivend Basin / Rayfalke Spiritcrest / Camlann, The Origin Village

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Panacea Bottle	1
Life Bottle	1
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Topaz Sword	1
Spear of Impending Death	1
Topaz Dagger	1
Topaz Staff	1
Topaz Paper	1
Topaz Umbrella	1
Topaz Pendulum	1
ACCESSORIES	
Diphdan Tie	1
Topaz Earrings	1
Topaz Circlet	1
Topaz Tiara	1
Topaz Hairband	1
Topaz Hat	1
ARMOR	
Topaz Waistcoat	1
Topaz Garment	1
RINGS	
Pinion Ring	1
SHOES	
Topaz Boots	1

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Shops & Inns

Dark Turtlez (Alisha DLC)

Dark Turtlez Emporium

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Melon Gel	5
Elixir	5
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Hourglass	8
Drop Bottle	8
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Duplemar	1
Gloandi	4
Forbrannir	9
Topaz Dagger	1
Ephemeral Wing	9
Topaz Paper	1
Ragnarok	9
Topaz Umbrella	1
Alchemist's Wand	9
Topaz Pendulum	1
Scrapulum	9
ACCESSORIES	
Ribbon of Cosmos	1
Ribbon of Chaos	3
Ribbon of Equilibrium	6
Topaz Tiara	1
Schwertleite	9
Topaz Hairband	1
Hera's Matrimony	9
Topaz Hat	1
Illustrious Rosario	9
ARMOR	
Topaz Waistcoat	1
Zero Impact Vest	9
Topaz Garment	1
Uprising Veil	9
RINGS	
Armor Ring	1
Demon Ring	9
SHOES	
Topaz Boots	1
Gigant Boots	9
Shimmery Shoes	1
Grounded Shoes	4

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Shops & Inns

Peddler

Sparrowfeathers Armory / Weapon Merchant Jet Blackfeather Tintagel Ruins

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Life Bottle	1
Holy Bottle	1
WEAPONS	
Calcite Sword	1
Amber Spear	1
Calcite Staff	1
Calcite Paper	1
Calcite Umbrella	1
ACCESSORIES	
Calcite Earrings	1
Calcite Ribbon Tie	1
Calcite Circlet	1
Calcite Tiara	1
Calcite Hairband	1
ARMOR	
Calcite Waistcoat	1
Calcite Garment	1
RINGS	
Aqua Ring	1
SHOES	
Calcite Boots	1

Aifread's Hunting Ground /Westronbolt Gorge

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Feldspar Sword	1
Quartz Sword	4
Caliburnus	7
Calcite Spear	1
Feldspar Dagger	1
Quartz Dagger	4
Dexterity Décor	7
Feldspar Staff	1
Quartz Staff	4
Crimson Flange	7
Feldspar Paper	1
Quartz Paper	4
Symphonic Sheet	7
Feldspar Umbrella	1
Quartz Umbrella	4
Darkness Disrupter	7
Feldspar Pendulum	1
Quartz Pendulum	4
Jasper Soul	7
Mythril Pendulum	1
ACCESSORIES	
Feldspar Earrings	1
Quartz Earrings	4
Mini Piercings	7
Calcite Ribbon Tie	1
Diphdan Tie	6
Feldspar Circlet	1
Quartz Circlet	4
Doctor Mathis	7
Feldspar Tiara	1
Quartz Tiara	4
Brünnhilde	7
Feldspar Hairband	1
Quartz Hairband	4
Aphroditian Band	7
Feldspar Hat	1
Quartz Hat	4
Cowboy Hat	7
ARMOR	
Feldspar Waistcoat	1
Quartz Waistcoat	4
Summer Vacation	7
Feldspar Garment	1
Quartz Garment	4
Mystical Feather Garment	7
Mythril Garment	1
RINGS	
Animalia Ring	1
Shell Ring	4
Flame Ward	7
SHOES	
Feldspar Boots	1
Quartz Boots	4
Military Hike	7
Shimmery Shoes	7

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Shops & Inns

Katz Korner

Weaponsmith Katz' Klaw

GIVEN NAMES	RANK
CONSUMABLES	
Apple Gel	1
Peach Gel	1
Grape Gel	1
Melon Gel	5
Elixir	5
Panacea Bottle	1
Life Bottle	1
All-Divide	5
Hourglass	8
Drop Bottle	8
Arcane Bottle	6
Holy Bottle	1
Dark Bottle	1
WEAPONS	
Topaz Sword	1
Adamantine Sword	8
Spear of Impending Death	1
Topaz Dagger	1
Adamantine Dagger	8
Topaz Staff	1
Adamantine Staff	8
Topaz Paper	1
Adamantine Paper	8
Topaz Umbrella	1
Adamantine Umbrella	8
Topaz Pendulum	1
Adamantine Pendulum	8
ACCESSORIES	
Topaz Earrings	1
Adamantine Earrings	8
Diphdan Tie	1
Topaz Circlet	1
Adamantine Circlet	8
Topaz Tiara	1
Adamantine Tiara	8
Topaz Hairband	1
Adamantine Hairband	8
Topaz Hat	1
Adamantine Hat	8
ARMOR	
Topaz Waistcoat	1
Adamantine Waistcoat	8
Topaz Garment	1
Adamantine Garment	8
RINGS	
Plated Ring	1
Lich Ring	5
SHOES	
Topaz Boots	1
Adamantine Boots	7

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Shops & Inns

Inns

Inns are where you can recover your HP and initial SC, gain temporary boosts and battle effects from inn meals, and catch skits that can potentially lead to a sub-event or new Support Talent. An inn's rank goes up depending on the amount of gald exchanged when selecting meals. Raising an inn's rank will result in that inn offering more meals, as well as increasing the number battles a meal's effect lasts. Each inn's current rank is indicated by 5 stars displayed under the inn name in the inn menu (there are 10 total possible ranks, so each half-star is equal to one rank level). Your progress toward the next level is shown on the progress bar behind the stars; once that bar is filled, the inn rank will increase.

The second set of tables list the meals served at those inns, at what rank they appear, and how many battles their effect lasts at that rank. For example: Shaorune Inn in Ladylake only serves 'Grilled Sweetfish' and 'Pork and Potatoes' at Rank 1, but when you raise that rank to Rank 2 'Sockeye Salmon Terrine' will become available. Further, 'Grilled Sweetfish's'00000 effect (which you can read in the Food section) initially lasts for 10 battles, but when you raise Shaorune Inn's rank to Rank 3, it lasts for 16 battles.

Gald Needed To Rank Up

TOWN	1 --> 2	2 --> 3	3 --> 4	4 --> 5	5 --> 6	6 --> 7	7 --> 8	8 --> 9	9 --> 10
Ladylake	100	250	650	1400	2600	4350	6750	10350	20700
Marlind	200	500	980	1730	3050	5080	7880	11480	22960
Lastonbell	240	600	1200	2200	3700	5800	9000	13500	27000
Pendrago	240	600	1400	2900	5600	9450	14650	21850	43700
Gododdin	600	1500	2900	4900	7600	11800	17400	25500	51000
Lohgrin	1000	2500	4900	8400	13200	20200	29800	43300	86600
Katz Korner	400	1000	3000	8000	17000	31000	51000	78000	156000

Meal Ranks

COOKING	RANK
SHAORUNE INN (LADYLAKE)	
Grilled Sweetfish (10 → 16 → 18)	1 3 5
Sockeye Salmon Terrine (12 → 16 → 20)	2 4 6
Pork and Potatoes (12 → 16 → 20)	1 3 5
Veggie Sticks (12 → 18 → 24)	4 6 8
Mabo Curry Bun (5 → 8 → 10)	5 7 9
Fish and Chips (10 → 14 → 18)	3 5 7
Smoked Salmon (12 → 16 → 20)	6 8 10
WONTIGA INN (MARLIND)	
Mushroom Pilaf (14 → 16 → 18)	2 4 6
Pork and Potatoes (12 → 16 → 20)	1 3 5
Cheese Risotto (12 → 16 → 20)	1 3 5
Veggie Sticks (12 → 18 → 24)	1 3 5
Mabo Curry Bun (5 → 8 → 10)	1 3 5
Scotch Eggs (12 → 16 → 20)	4 6 8
Minestrone (8 → 12 → 16)	6 8 10
RANDGRIZ INN (LASTONBELL)	
Steak (12 → 16 → 20)	1 3 5
Cubed Pork Belly (10 → 14 → 18)	4 6 8
Beef Bourguignon (10 → 14 → 18)	2 4 6
Pickled Cucumbers (12 → 18 → 24)	1 3 5
Baked Tomato (12 → 18 → 24)	1 3 5
Mabo Curry Bun (5 → 8 → 10)	1 3 5
Bacon-Wrapped Asparagus (10 → 14 → 18)	6 8 10
GILIONE INN (PENDRAGO)	
Steak (12 → 16 → 20)	1 3 5
Drago Stew (10 → 14 → 18)	1 3 5
Pickled Cucumbers (12 → 18 → 24)	1 3 5
Baked Tomato (12 → 18 → 24)	1 3 5
Baked Potato (12 → 18 → 24)	4 6 8
Mabo Curry Bun (5 → 8 → 10)	2 4 6
Chilled Tofu (8 → 12 → 16)	6 8 10
FENIA INN (GODODDIN)	
Kebab Pizza (12 → 16 → 20)	1 3 5
Tomato Stew with Lamb (12 → 16 → 20)	2 4 6
Stew (12 → 16 → 20)	1 3 5
Baked Potato (12 → 18 → 24)	1 3 5
Salad (12 → 18 → 24)	1 3 5
Fried Chicken (10 → 14 → 18)	4 6 8
Corn Cream Soup (8 → 12 → 16)	6 8 10
FENIA INN (GODODDIN)	
Kebab Pizza (12 → 16 → 20)	1 3 5
Tomato Stew with Lamb (12 → 16 → 20)	2 4 6
Stew (12 → 16 → 20)	1 3 5
Baked Potato (12 → 18 → 24)	1 3 5
Salad (12 → 18 → 24)	1 3 5
Fried Chicken (10 → 14 → 18)	4 6 8
Corn Cream Soup (8 → 12 → 16)	6 8 10
EEPHON INN (LOHGRIN)	
Sauteed Cactus (10 → 14 → 18)	1 3 5
Roasted Chicken (10 → 14 → 18)	2 4 6
Baked Potato (12 → 18 → 24)	1 3 5
Mabo Curry Bun (5 → 8 → 10)	1 3 5
Deep-Fried Prawns (8 → 12 → 16)	4 6 8
Vichyssoise (8 → 12 → 16)	1 3 5
Onion Soup (8 → 12 → 16)	6 8 10
GEYORKIAS INN (KATZ KORNER)	
Sockeye Salmon Terrine (12 → 16 → 20)	1 3 5
Roasted Chicken (10 → 14 → 18)	1 3 5
Fancy Seafood Salad (8 → 12 → 16)	2 4 6
Mabo Curry (8 → 12 → 16)	1 3 5
Salt-Grilled Saury (10 → 14 → 18)	1 3 5
Potato Salad (8 → 12 → 16)	4 6 8
Crab Omelette (6 → 9 → 12)	6 8 10

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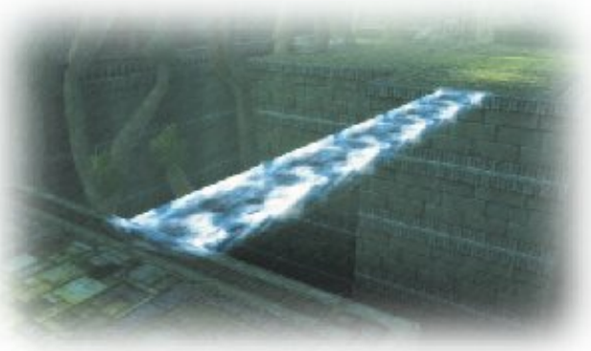
Discovery Points

Discovery Points are found in various places. They can be interesting spots, such as ruins and treasures. Discovery Points also increase your AP, so it's a good idea to complete them!

NO. 001



The Invisible Bridge

Location: Mt. Mabinogio Ruins

NO. 002

Hyland Goat

Location: Elysia, Home of the Seraphim

NO. 003

Elysalark Nest

Location: Elysia, Home of the Seraphim

NO. 004

Natural Lookout Point

Location: Lakehaven Heights

NO. 005

Beautiful Butterfly

Location: Lakehaven Heights

NO. 006

Ladylake's Great Waterwheel

Location: Ladylake - Central District

NO. 007

Great Sanctuary of theSacred Blade

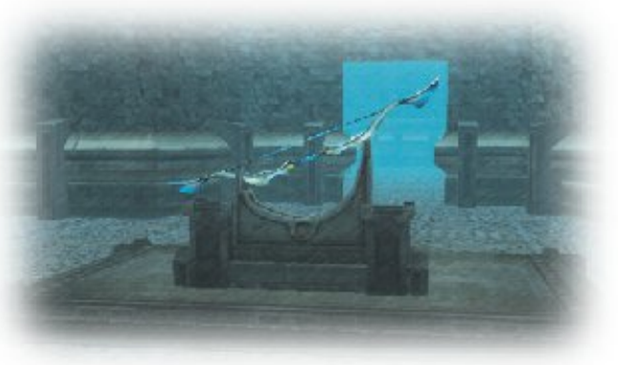
Location: Ladylake - Central District

NO. 008

Altar of the Sacred Blade

Location: Vivia Subterranean Aqueduct

NO. 009



Altar of the Bow

Location: Galahad Ruins B1

NO. 010

Rountabel Palace Bookshelves

Location:

NO. 011

Ancient Underground Dungeon

Location: Vivia Aqueduct - Beneath the Palace

NO. 012

Rayfalke Shrine

Location: Rayfalke Spiritcrest

NO. 013

Roadside Guardian

Location: Falkewin Hillside

NO. 014

Falkewin Squirrel

Location: Falkewin Hillside

NO. 015

Statue of the Conquerer

Location: Dumnonia Museum

NO. 016

Flowers of the Great Tree

Location: Marlind, the City of the Great Tree

NO. 017

Husk of an Ancient Structure

Location: Bors Ruins - Northwest

NO. 018

Dragon Corridor

Location: Tintagel Ruins

NO. 019

Mural of the Trial

Location: Tintagel Ruins

NO. 020

Huge Stump

Location: Volgran Forest

NO. 021

Volgran Stag Beetle

Location: Volgran Forest

NO. 022

Orpiment

Location: Lamorak Cave - Central

NO. 023

Great Belfry of Lastonbell

Location: Lastonbell, City of Artisans

NO. 024

Radishbell

Location: Lastonbell, City of Artisans

NO. 025

Collapsed Leaning Tower

Location: Meadow of Triumph

NO. 026

Goats of the Cliff and Steppe

Location: Meadow of Triumph

NO. 027

Glenwood Rabbit

Location: Malory, the Patinal Forest - West

NO. 028

Blighted Wheat

Location: Pearloats Pasture

NO. 029

Hyland Steer

Location: Pearloats Pasture

NO. 030

Opened Sarcophagus

Location: Gaferis Ruins B2

NO. 031

Fountain in the Square

Location: Pendrago

NO. 032

Portrait of Heldalf

Location: Pendrago - Knights' Tower

NO. 033

Petrified Colossus

Location: Cambria Caverns

NO. 034

Tiny Luminescent Organisms

Location: Cambria Caverns

NO. 035

Grifkyte

Location: Biroclef Ridgea

NO. 036

Herbs of the Cliffs

Location: Biroclef Ridge

NO. 037

The School in Gododdin

Location: Gododdin

NO. 038

Vermillion Ore

Location: Gododdin

NO. 039

Large Rock of Vermillion Ore

Location: Igraine, Shrine of the Fire Trial

NO. 040

Helictites

Location: Yder Cave - West

NO. 041

The Sacred Inscriptions

Location: Pendrago Shrinechurch

NO. 042

The Crest of Maotelus

Location: Pendrago Shrinechurch

NO. 043

Damaged Eyeball Statue

Location: Lefay Shrine - Central Cavern

NO. 044

Aroundight Stag Beetle

Location: Aroundight Forest

NO. 045

Edible Mushrooms and Toxic Mushrooms

Location: Aroundight Forest

NO. 046

Wild Orchids

Location: Aifread’s Hunting Ground

NO. 047

Rainbow Butterfly

Location: Aifread’s Hunting Ground

NO. 048

Monolith within the Ruins

Location: Weylish Ruins B3

NO. 049

Broken Hobbyhorse

Location: Morgause, Shrine of the Earth Trial

NO. 050

Stone Memorial Pillars

Location: Westronbolt Gorge

NO. 051

Sylpheagle

Location: Westronbolt Gorge

NO. 052

Ruin Rats

Location: Ganglen Ruins B3

NO. 053

Ruined Windmills of Hyanoa

Location: Guinevere Shrine - Upper Tower

NO. 054

Crabs on the Bridge

Location: Great Camelot Bridge

NO. 055

Oasis of the Wilds

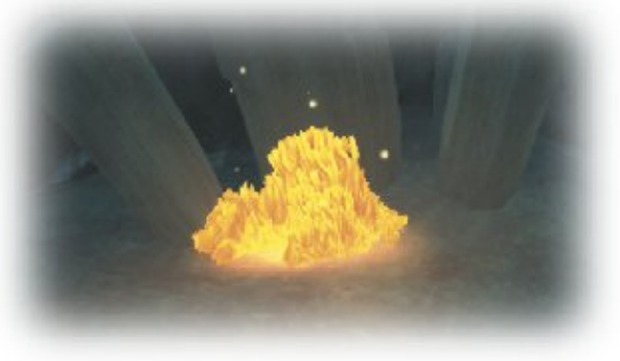
Location: Zaphgott Moor

NO. 056

Cactus Flowers

Location: Zaphgott Moor

NO. 057



Glowing Mushrooms

Location: Trizolde Cave - Southwest

NO. 058

Curious Doll Statuette

Location: Lohgrin, the Tower Remains

NO. 059

Mysterious Monolith

Location: Lohgrin, the Tower Remains

NO. 060

Crimson Flower

Location: Plitzerback Wetland

NO. 061

Giant Footprints

Location: Plitzerback Wetland

NO. 062

Vines Around the Withered Tree

Location: Lhitwerg Woods - East

NO. 063

Metallic Funerary Mirror

Location: Arctus Ruins B3

NO. 064

Horses Returned to Nature

Location: Glaivend Basin

NO. 065

Merchants' Abandoned Wares

Location: Remains of Merchior B2

NO. 066

Grave Atop the Mountain

Location: Rayfalke Spiritcrest

NO. 067

Stern Thunder God Statue

Location: Mt. Mabinogio Ruins

NO. 068

Camlann's Founding Monument

Location: Camlann, the Origin Village

NO. 069

Burnt Remains of Shepherd Michael's Home

Location: Camlann, the Origin Village

NO. 070

The Crest of Innominat

Location: Artorius' Throne

NO. 071

A Hoard of Ritual Swords

Location: Artorius' Throne

NO. 072

Tiger-Striped Foxtails

Location: Katz Korner

NO. 073

Budding Giant Fruit

Location: Hexen Isle

NO. 074

Full Dragon Skeleton

Location: Hexen Isle

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Food
Food

These are the dishes which can be eaten at inns. Improving the inn rank increases the number of available dishes and the lengths that meal's effects last.

DISH NAME	PRICE	NUMBER OF BATTLES EFFECT LASTS	EFFECT	LADYLAKE	MARLIND	LASTONBELL	PENDRAGO	GODODDIN	
Bacon-Wrapped Asparagus	1200	10 --> 14 --> 18	When battle time is less than 10 seconds, receive 40% gald bonus.	N/A	N/A	6	N/A	N/A	N/A
Grilled Sweetfish	50	10 --> 16 --> 18	When someone's HP is below 80%, restores 10% of HP.	1	N/A	N/A	N/A	N/A	N/A
Vichyssoise	2400	8 --> 12 --> 16	When max hit count reaches 75 or more, title experience increases greatly.	N/A	N/A	N/A	N/A	N/A	1
Onion Soup	3000	8 --> 12 --> 16	When max damage reaches 10000 or more, title experience increases greatly.	N/A	N/A	N/A	N/A	N/A	6
Crab Omelette	6000	6 --> 9 --> 12	When max damage is 10000 or more, receive 60% experience bonus.	N/A	N/A	N/A	N/A	N/A	N/A
Fried Chicken	2000	10 --> 14 --> 18	When max damage is 5000 or more, receive 50% gald bonus.	N/A	N/A	N/A	N/A	4	N/A
Mushroom Pilaf	250	14 --> 16 --> 18	When someone's HP is below 40%, restores 20% of HP.	N/A	2	N/A	N/A	N/A	N/A
Beef Bourguignon	850	10 --> 14 --> 18	After 60 seconds of battle time has passed, restores 55% of HP.	N/A	N/A	2	N/A	N/A	N/A
Pickled Cucumbers	240	12 --> 18 --> 24	Cures burn when burned.	N/A	N/A	1	1	N/A	N/A
Kebab Pizza	300	12 --> 16 --> 20	When someone's HP is below 40%, restores 40% of HP.	N/A	N/A	N/A	N/A	1	N/A
Fancy Seafood Salad	3250	8 --> 12 --> 16	When afflicted by status ailments, cures them all.	N/A	N/A	N/A	N/A	N/A	N/A
Corn Cream Soup	1300	8 --> 12 --> 16	When max damage reaches 5000 or more, title experience increases by a little.	N/A	N/A	N/A	N/A	6	N/A
Sauteed Cactus	500	10 --> 14 --> 18	When someone's HP is below 30%, restores 60% of HP.	N/A	N/A	N/A	N/A	N/A	1
Salad	360	12 --> 18 --> 24	Cures fatigue when tired.	N/A	N/A	N/A	N/A	1	N/A
Salt-Grilled Saury	2000	10 --> 14 --> 18	When max hit count is 50 or more, receive 30% experience bonus.	N/A	N/A	N/A	N/A	N/A	N/A
Stew	750	12 --> 16 --> 20	When the whole party's HP is below 40%, restores 30% of HP.	N/A	N/A	N/A	N/A	1	N/A
Scotch Eggs	500	12 --> 16 --> 20	When battle time is less than 15 seconds, receive 20% gald bonus.	N/A	4	N/A	N/A	N/A	N/A
Steak	120	12 --> 16 --> 20	When someone's HP is below 60%, restores 15% of HP.	N/A	N/A	1	1	N/A	N/A
Smoked Salmon	750	12 --> 16 --> 20	When max hit count is 50 or more, receive 30% glad bonus.	6	N/A	N/A	N/A	N/A	N/A
Cheese Risotto	400	12 --> 16 --> 20	After 30 seconds of battle time has passed, restores 40% of HP.	N/A	1	N/A	N/A	N/A	N/A
Drago Stew	900	10 --> 14 --> 18	When the whole party's HP is below 40%, restores 50% of HP.	N/A	N/A	N/A	1	N/A	N/A
Sockeye Salmon Terrine	200	12 --> 16 --> 20	When someone's HP is below 60%, restores 30% of HP.	2	N/A	N/A	N/A	N/A	N/A
Chilled Tofu	3000	8 --> 12 --> 16	When max hit count is 75 or more, receive 75% gald bonus.	N/A	N/A	N/A	6	N/A	N/A
Fish and Chips	350	10 --> 14 --> 18	When hit count reaches 25 or more, restores 30 SC.	3	N/A	N/A	N/A	N/A	N/A
Pork and Potatoes	100	12 --> 16 --> 20	When the whole party's HP is below 80%, restores 15% of HP.	1	1	N/A	N/A	N/A	N/A
Cubed Pork Belly	650	10 --> 14 --> 18	When the whole party's HP is below 60%, restores 35% of HP.	N/A	N/A	4	N/A	N/A	N/A
Baked Potato	320	12 --> 18 --> 24	Cures poison when poisoned.	N/A	N/A	N/A	4	1	1
Potato Salad	4000	8 --> 12 --> 16	When max hit count is 75 or more, receive 75% experience bonus.	N/A	N/A	N/A	N/A	N/A	N/A
Mabo Curry	5000	8 --> 12 --> 16	When KO'd, cures KO and restores 60% of HP.	N/A	N/A	N/A	N/A	N/A	N/A
Mabo Curry Bun	500	5 --> 8 --> 10	When KO'd, cures KO and restores 20% of HP.	5	1	1	2	N/A	1
Deep-Fried Prawns	4000	8 --> 12 --> 16	When max damage is 10000 or more, receive 75% gald bonus.	N/A	N/A	N/A	N/A	N/A	4
Minestrone	800	8 --> 12 --> 16	When max hit count reaches 50 or more, title experience increases by a little.	N/A	6	N/A	N/A	N/A	N/A
Baked Tomato	280	12 --> 18 --> 24	Cures slow when slowed down.	N/A	N/A	1	1	N/A	N/A
Veggie Sticks	200	12 --> 18 --> 24	Cures paralysis when paralyzed.	4	1	N/A	N/A	N/A	N/A
Tomato Stew with Lamb	450	12 --> 16 --> 20	When the whole party's HP is below 60%, restores 20% of HP.	N/A	N/A	N/A	N/A	2	N/A
Roasted Chicken	1200	10 --> 14 --> 18	When the whole party's HP is below 30%, restores 65% of HP.	N/A	N/A	N/A	N/A	N/A	2

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Monoliths

Monolith Data

The locations and descriptions of all of the world's monoliths.

Discovering them all will unlock the battle action "Friendly Link".

TITLE	CONTENT	LOCATION
Martial Arts	As you fight more battles…	Mt. Mabinogio Ruins
Martial Arts	By hitting a stunned enemy….	Falkewin Hillside
Guarding	If the enemy guards…	Mt. Mabinogio Ruins
Guarding	Some battle actions take effect…	Glaivend Basin
Hidden Artes	Hidden artes can overpower…	Lakehaven Heights
Hidden Artes	Most hidden artes have…	Lastonbell, City of Artisans
Seraphic Artes	Casting seraphic artes leaves you…	Ladylake, the Aquapolis
Seraphic Artes	In the 0.5 seconds that follows…	Glaivend Basin
Seraphic Artes	Most seraphic artes have…	Lastonbell, City of Artisans
Seraphic Artes	Non-elemental seraphic artes…	Zaphgott Moor
Quickstep	Quickstep with I + ← → …	Elysia, Home of the Seraphim
Quickstep	Using I + ↓ to quickstep…	Galahad Ruins
Quickstep	Using I + ↑ to quickstep…	Falkewin Hillside
Combo Effect	Seraphic artes in combos…	Rayfalke Spiritcrest
Combo Effect	If your combo is interrupted…	Dumnonia Museum
Combo Effect	When you use the skill Ekseed…	Pearloats Pasture
Targeting	While targeting an enemy…	Elysia, Home of the Seraphim
Targeting	Targeting shows you various information…	Morgause, Shrine of the Earth Trial
Targeting	When confirming a target…	Galahad Ruins
Strategy	Partners…	Marlind, the City of the Great Tree
Commands	Some hellions will stay meek…	Lamorak Cave
Commands	"Oh, right"…	Biroclef Ridge
Hit Points	You can recover…	Ladylake, the Aquapolis
Hit Points	Aramatization is possible…	Glaivend Basin
Hit Points	In normal state…	Vivia Subterranean Aqueduct
Spirit Chain	The lower your SC…	Mt. Mabinogio Ruins
Spirit Chain	Benefits of high SC…	Vivia Subterranean Aqueduct
Spirit Chain	Some ways to get…	Lastonbell, City of Artisans
Blast Gauge	Let's explain the battle action…	Rayfalke Spiritcrest

TITLE	CONTENT	LOCATION
Blast Gauge	The most efficient way…	Dumnonia Museum
Blast Gauge	If you're worried…	Cambria Caverns
Blast Gauge	The more you use…	Plitzerback Wetland
Mystic Artes	Defeating an enemy…	Volgran Forest
Mystic Artes	To unleash a mystic arte…	Igraine, Shrine of the Fire Trial
Mystic Artes	There are a number of…	Morgause, Shrine of the Earth Trial
Elements and Status	There are 5 skills…	Lakehaven Heights
Elements and Status	For example…	Bors Ruins
Elements and Status	When you trigger…	Pearloats Pasture
Elements and Status	Leveling up…	Plitzerback Wetland
Weaknesses and Resistances	Hitting an enemy's weakness…	Vivia Subterranean Aqueduct
Weaknesses and Resistances	Weakness combos…	Galahad Ruins
Weaknesses and Resistances	There are various types…	Bors Ruins
Weaknesses and Resistances	How long the damage gauge…	Malory, the Patinal Forest
Armatization	Main characteristics…	Vivia Subterranean Aqueduct
Armatization	Banish Blast leaves you…	Marlind, the City of the Great Tree
Armatization	There is no time limit…	Pendrago, the Blessed Capital
Armatization	Combos during aramitization…	Westronbolt Gorge
Switching Seraphim	The basic goal…	Falkewin Hillside
Switching Seraphim	If you swap out a seraph…	Alfread's Hunting Ground
Switching Seraphim	Seraphim on standby…	Rayfalke Spiritcrest
Changing the Control Mode	Changing the Control Mode to Manual…	Lakehaven Heights
Changing the Control Mode	Auto mode…	Tintagel Ruins
Status Ailments	There are additional consequences…	Tintagel Ruins
Status Ailments	Undead are characterized…	Gaferis Ruins
Status Ailments	Enemies resistant to…	Igraine, Shrine of the Fire Trial
3 Types of Artes	Let's take a look at martial artes…	Marlind, the City of the Great Tree
3 Types of Artes	Let's take a look at hidden artes…	Pendrago Shrinechurch
3 Types of Artes	Let's take a look at seraphic artes…	Westronbolt Gorge
3 Types of Artes	Humans use martial artes and…	Tintagel Ruins
Effect Potential	Various things can increase…	Meadow of Triumph
Effect Potential	After you inflict an effect…	Dumnonia Museum
Power Links	Do not underestimate power links…	Meadow of Triumph
Grade	There are different ways…	Volgran Forest
Grade	Earn enough Grade…	Bors Ruins
Grade	Defeating powerful enemies…	Malory, the Patinal Forest
Dropped Items	The first enemy you defeat…	Galahad Ruins
Dropped Items	Even after defeating the first enemy…	Lamorak Cave
Dropped Items	Equippable items dropped…	Alfread's Hunting Ground
Difficulty Settings	Difficulty: Simple	Elysia, Home of the Seraphim
Difficulty Settings	Difficulty: Normal	Vivia Subterranean Aqueduct
Difficulty Settings	Difficulty: Moderate and Hard	Volgran Forest
Difficulty Settings	Difficulty: Intense and Chaos	Camlann, the Origin Village
Advanced Techniques	You should always keep…	Ladylake, the Aquapolis
Advanced Techniques	While armatized…	Lamorak Cave
Advanced Techniques	After growing stronger…	Zaphgott Moor
Advanced Techniques	Some monstrous hellions…	Hexen Isle
When The Going Gets Tough	Are you checking the skill sheet…	Marlind, the City of the Great Tree
When The Going Gets Tough	There nothing wrong with…	Meadow of Triumph

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Titles

Sorey

SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - Banish Blast powered up	Lohgrin, the Tower Remains
Maximum BG +1	Glaivend Basin (2)

Sword Harrier	**UNLOCKED:**	From the beginning
Seasoned Harrier	**UNLOCKED:**	Glaivend Basin (1)
Veteran Warrior	**UNLOCKED:**	Glaivend Basin (2)

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16)%	1	5	13	16	--
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo(1 → 2 → 3)%	3	9	17	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9)secs at battle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% against enemies with max HP	4	11	18	--	--

Sword Danseur	**UNLOCKED:**	From the beginning
Elite Sword Danseur	**UNLOCKED:**	Glaivend Basin (1)
Master Sword Danseur	**UNLOCKED:**	Glaivend Basin (2)

NEXT ARTE REQUIREMENTS						
SPEED:	7	**TECHNIQUE:**	8	**POWER:**	16	

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed +(5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatched + (1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

Wielder of the Mystic Sword	**UNLOCKED:**	From the beginning
Wielder of the Devil's Sword	**UNLOCKED:**	Glaivend Basin (1)
Wielder of the Demon's Bane	**UNLOCKED:**	Glaivend Basin (2)

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch + (1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Shepherd	**UNLOCKED:**	Ladylake, the Aquapolis
Grand Shepherd	**UNLOCKED:**	Guinevere, Shrine of the Wind Trial
Last of the Shepherds	**UNLOCKED:**	Artorius' Throne

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evasion + (10 → 20)	3	17	--	--	--
Capability vs. beasts + (10 → 20 → 30)%<	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Curious Cat	**UNLOCKED:**	Examine 10 Discovery Points
Intrepid Scholar	**UNLOCKED:**	Examine 30 Discovery Points
Celestial Scholar	**UNLOCKED:**	Examine 70 Discovery Points

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Stun time reduced by - (20 → 40 → 60 → 80 → 100)%	1	5	9	13	16
Capability vs. amorphous + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--
Time you can't use items reduced by + (15 → 30 → 45)%	7	12	19	--	--

Sword Danseur	**UNLOCKED:**	From the beginning
Elite Sword Danseur	**UNLOCKED:**	Glaivend Basin (1)
Master Sword Danseur	**UNLOCKED:**	Glaivend Basin (2)

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending + (10 → 20)	3	17	--	--	--
Capability vs. armored + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate be targeted from the enemy -(5 → 10 → 15)%	7	12	19	--	--

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Titles
Alisha

SCENARIO SKILLS

EFFECT	UNLOCKED
Time you can't use items reduced by 15%	From the beginning
Damage reduced by 30% when HP less than 25%	From the beginning

Lance Piercer	**UNLOCKED:**	From the beginning
Vanguard Knight	**UNLOCKED:**	Dumnonia Museum
Princess of the Fell Lance	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo + (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9) secs at battle start	2	8	15	--	--
Stun rate +(20→40→60)% against enemies with max HP	4	11	18	--	--

Lance Fender	**UNLOCKED:**	From the beginning
Lance Sentinel	**UNLOCKED:**	Dumnonia Museum
Guardian Princess	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed + (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

Lance Duelist	**UNLOCKED:**	From the beginning
Noble Knight	**UNLOCKED:**	Dumnonia Museum
Princess of the Storm Lance	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch + (1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Princess Disciple	**UNLOCKED:**	Vivia Subterranean Aqueduct (1)
Patriotic Princess	**UNLOCKED:**	Vivia Subterranean Aqueduct (2)
Hope of Hyland	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evansion + (10 → 20)	3	17	--	--	--
Capability vs. therians (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Alisha's Story:

Sheltered Princess	**UNLOCKED:**	Lastonbell, City of the Artisans
People's Protectress	**UNLOCKED:**	Cornic Sealed Cave
Pledged Heart	**UNLOCKED:**	Elaine Ruins

EFFECT	PROFICIENCY LEVEL								
No staggering when taking (40 → 80 → 120 → 160 → 200 → 240 → 280 → 320 → 360) damage or less	1	7	13	14	15	16	17	18	19
Non-elemental damage reduced by (10 → 20)%	2	8	--	--	--	--	--	--	--
Fire-type damage reduced by (10 → 20)%	3	9	--	--	--	--	--	--	--
Earth-type damage reduced by (10 → 20)%	4	10	--	--	--	--	--	--	--
Water-type damage reduced by (10 → 20)%	5	11	--	--	--	--	--	--	--
Wind-type damage reduced by (10 → 20)%	6	12	--	--	--	--	--	--	--
All SC consumption is halved	20	--	--	--	--	--	--	--	--

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Titles
Rose

SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - Banish Blast powered up	Lohgrin, the Tower Remains
No. of combos in normal state +1	Glaivend Basin (2)

–	UNLOCKED:	–
Twin-Blade Fencer	**UNLOCKED:**	From the beginning
Twin-Blade Scourge	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
ATK + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9) seconds at battle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% againstenemies with max HP	4	11	18	--	--

–	UNLOCKED:	–
Twin-Blade Striker	**UNLOCKED:**	From the beginning
Twin-Blade Blitzer	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)%while undamaged	4	11	18	--	--
+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

–	UNLOCKED:	–
Shadow Huntress	**UNLOCKED:**	From the beginning
Girl of the Abyss	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Assassin	**UNLOCKED:**	Pendrago Shrinechurch
Executioner	**UNLOCKED:**	Sub-Event: Scattered Bones Business
Wind of Tribute	**UNLOCKED:**	Sub-Event: Scattered Bones Business

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evasion +(10 → 20)	3	17	--	--	--
Capability vs. crustaceans + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by +(25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Unfruitful Blossom	**UNLOCKED:**	Sub-Event: Scattered Bones Business (Malory)
Forgotten Flower	**UNLOCKED:**	Sub-Event: A Rose in Bloom (Receive Iris Gem)
Sub-Event: A Rose in Bloom (Defeat Rose and Zaveid)	**UNLOCKED:**	Rose and Zaveid Battle(outside Ladylake)

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending +(10 → 20)	3	17	--	--	--
Capability vs. undead + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate targeted by enemies - (5 → 10 → 15)%	7	12	19	--	--

Peddler	**UNLOCKED:**	Have more than 10,000 gald in possession
Bullish Merchant	**UNLOCKED:**	Have more than 50,000 gald in possession
Pacifist Profiteer	**UNLOCKED:**	Have more than 200,000 gald in possession

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Capability vs. apodous + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--
Time you can't use items reduced by +(15 → 30 → 45)%	7	12	19	--	--

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Titles
Miklec

SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - strong to fire, weak to earth (10%)	Galahad Ruins
All Poison effects neutralizedupon armatization	Lefay, Shrine of the Water Trial
Armatized - strong to fire, weak to earth (10%)	Glaivend Basin (2)

Staff Wielder	**UNLOCKED:**	From the beginning
Staff Nemesis	**UNLOCKED:**	Bors Ruins
Staff Magus	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo + (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9) sec at battle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% againstenemies with max HP	4	11	18	--	--

Water Master	**UNLOCKED:**	From the beginning
Water Guardian	**UNLOCKED:**	Bors Ruins
Aegis of the Torrent	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed + (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
.t + (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

Water Caster	**UNLOCKED:**	From the beginning
Torrent Caster	**UNLOCKED:**	Bors Ruins
Sorcerer of the Roiling Torrent	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Sub Lord Friend	**UNLOCKED:**	Galahad Ruins
Piercing Azure	**UNLOCKED:**	Lefay, Shrine of the Water Trial
The Answerer	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evansion +(10 → 20)	3	17	--	--	--
Capability vs. amorphous (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by +(25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Peas in a Pod	**UNLOCKED:**	View Skit (obtain 8+ Iris Gems)
Kindred Soul	**UNLOCKED:**	Lhitwerg Woods
One of a Kind	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending (10 → 20)	3	17	--	--	--
Capability vs. fiends + (12 → 24 → 36)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate targeted by enemies - (5 → 10 → 15)%	7	12	19	--	--

Sweet Tooth	**UNLOCKED:**	Use snacks 20 times
Snack Addict	**UNLOCKED:**	Use snacks 100 times
Inveterate Snacker	**UNLOCKED:**	Use snacks 200 times

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Capability vs. winged foes +(10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resistingstatus ailments	2	8	15	--	--
Time you can't use items reduced by + (15 → 30 → 45)%	7	12	19	--	--

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Titles
Lailah

SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - strong to wind, weak to water (10%)	Vivia Subteranean Aquidect (1)
All Burn effects healed upon armatization	Igraine, Shrine of the Fire Temple
Armatized - strong to wind, weak to water (10%)	Glaivend Basin (2)

Paper Wielder	**UNLOCKED:**	From the beginning
Paper Nemesis	**UNLOCKED:**	Dumnonia Museum
Paper Magus	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo + (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stn rate +10% for (3 → 6 → 9) secs atbattle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% against enemies with max HP	4	11	18	--	--

Fire Master	**UNLOCKED:**	From the beginning
Fire Guardian	**UNLOCKED:**	Dumnonia Museum
Aegis of the Flame	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed + (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

Fire Caster	**UNLOCKED:**	From the beginning
Flame Caster	**UNLOCKED:**	Dumnonia Museum
Sorceress of Eternal Flame	**UNLOCKED:**	Lohgrin, the Tower Remains

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch +(1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Prime Lord	**UNLOCKED:**	Ladylake
Scything Crimson	**UNLOCKED:**	Igraine, Shine of the Fire Temple
The Believer	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evasion +(10 → 20)	3	17	--	--	--
Capability vs. apodous + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Tortured Soul	**UNLOCKED:**	Pendrago Shrinechurch
Sentimental lady	**UNLOCKED:**	Obtain Red Iris Gem: Ett
Existentialist	**UNLOCKED:**	Sub-Event: The Lady of the Lake

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending + (10 → 20)	3	17	--	--	--
Capability vs. dragons + (15 → 30 → 45)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Fusion Fancier	**UNLOCKED:**	Fuse 10 times
Fusion Fiend	**UNLOCKED:**	Fuse 30 times
Fusionista	**UNLOCKED:**	Fuse 60 times

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Capability vs. therians + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--
Time you can't use items reduced by + (15 → 30 → 45)%	7	12	19	--	--

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Titles
Edna

SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - strong to water, weak to wind (10%)	From the beginning
All Slow effects dissolved upon armatization	Morgause, Shrine of the Earth Trial
Armatized - strong to water, weak to wind (10%)	Glaivend Basin (2)

Umbrella Wielder	**UNLOCKED:**	From the beginning
Umbrella Nemesis	**UNLOCKED:**	Tintagel Ruins
Umbrella Magus	**UNLOCKED:**	Depths of Mt. Mabinogio Ruins

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo + (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch +(1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9) secs atbattle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% against enemies with max HP	4	11	18	--	--

Earth Master	**UNLOCKED:**	From the beginning
Earth Guardian	**UNLOCKED:**	Tintagel Ruins
Aegis of the Earthpulse	**UNLOCKED:**	Depths of Mt. Mabinogio Ruins

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed + (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enemy dispatch + (1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

Earth Caster	**UNLOCKED:**	From the beginning
Earthpulse Caster	**UNLOCKED:**	Tintagel Ruins
Sorceress of the Fulminant Earth	**UNLOCKED:**	Depths of Mt. Mabinogio Ruins

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch + (1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

Grown-up Child	**UNLOCKED:**	Rayfalke Spiritcrest
Shattering Orange	**UNLOCKED:**	Morgause, Shrine of the Earth Trial
The Watcher	**UNLOCKED:**	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evasion + (10 → 20)	3	17	--	--	--
Capability vs. winged foes + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Sentimental Sister	**UNLOCKED:**	Pendrago, the Blessed Capital (2) (Zaveid and Edna Skit)
End to Lingering	**UNLOCKED:**	Rayfalke Spiritcrest (Final Area)
The Beginner	**UNLOCKED:**	Rayfalke Spiritcrest (Final Area)

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending + (10 → 20)	3	17	--	--	--
Capability vs. beasts + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate targeted by - (5 → 10 → 15)%	7	12	19	--	--

Normin Mayor	**UNLOCKED:**	Find 15 Normin
Normin Captain	**UNLOCKED:**	Find 30 Normin
Normin Pharaoh	**UNLOCKED:**	Find 49 Normin

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Capability vs. armored + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--
Time you can't use items reduced by + (15 → 30 → 45)%	7	12	19	--	--

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Titles
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SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - strong to earth, weak to fire (10%)	From the beginning
All Fatigued effects cured upon armatization	Guinevere, Shrine of the Wind Trial
Prevents Petrify, your knockback chance halved	From the beginning

–	UNLOCKED:	–
Chain Nemesis	UNLOCKED:	From the beginning
Chain Magus	UNLOCKED:	Guinevere, Shrine of the Wind Trial

EFFECT	PROFICIENCY LEVEL					
Attack + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	13	16	
Focus + (4 → 8 → 12)%	6	14	20	--	--	
SC use reduction during combo (1 → 2)%	3	17	--	--	--	
Grade for quick enemy dispatch + (1 → 2 → 3)	7	12	19	--	--	
Stun rate +10% for (3 → 6 → 9) sec at battle start	2	8	15	--	--	
Stun rate + (20 → 40 → 60)% against enemies with max HP	4	11	18	--	--	

–	UNLOCKED:	–
Wind Guardian	UNLOCKED:	From the beginning
Aegis of the Whirlwind	UNLOCKED:	Guinevere, Shrine of the Wind Trial

EFFECT	PROFICIENCY LEVEL					
Arte Defense + (4 → 8 → 12)%	6	4	20	--	--	--
Focus + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	10	13	16
BG increase when 10 hits landed +(5 → 10)%	3	17	--	--	--	--
Grade for no-damage enemy dispatch + (1 → 2 → 3)	2	8	15	--	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--	--
.+ (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--	--

–	UNLOCKED:	–
Whirlwind Caster	UNLOCKED:	From the beginning
Sorcerer of the Raging Tempest	UNLOCKED:	Guinevere , Shrine of the Wind Trial

EFFECT	PROFICIENCY LEVEL					
Attack + (4 → 8 → 12)%	6	14	20	--	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	10	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--	--
Grade for simultaneous enemy dispatch + (1 → 2 → 3)	2	8	15	--	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--	--

Wind of Vengeance	UNLOCKED:	Tintagel Ruins
Verdant Green	UNLOCKED:	Guinevere, Shrine of the Wind Trial
The Listener	UNLOCKED:	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL					
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--	--
Defense + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	10	13	16
SC recovery upon successful evasion + (10 → 20)	3	17	--	--	--	--
Capability vs. therians + (10 → 20 → 30)%	4	11	18	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--	--
Rate targeted by enemies +(5 → 10 → 15)%	7	12	19	--	--	--

Shadow Seeker	UNLOCKED:	Pendrago Shrinechurch
Wind for the Flowers	UNLOCKED:	Sub-Event: A Rose in Bloom
Wanderer of the Wind	UNLOCKED:	Sub-Event: Zaveid

EFFECT	PROFICIENCY LEVEL					
Defense + (4 → 8 → 12)%	6	14	20	--	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	10	13	16
HP recovery while defending +(10 → 20)	3	17	--	--	--	--
Capability vs. crustaceans +(10 → 20 → 30)%	4	11	18	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--	--
Rate targeted by enemies -(5 → 10 → 15)%	7	12	19	--	--	--

Dark Hunter	UNLOCKED:	Register 30 enemies to every book
Demonic Seraph	UNLOCKED:	Register 60 enemies to every book
Maelstrom Caller	UNLOCKED:	Register 100 enemies to every book

EFFECT	PROFICIENCY LEVEL					
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--	--
Focus + (4 → 8 → 12 → 16 → 20 → 24)%	1	5	9	10	13	16
Duration of stat increases + (15 → 30)%	3	17	--	--	--	--
Capability vs. undead + (10 → 20 → 30)%	4	11	18	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--	--
Time you can't use items reduced by + (15 → 30 → 45)%	7	12	19	--	--	--

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Titles
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SCENARIO SKILLS

EFFECT	UNLOCKED
Armatized - strong to earth, weak to fire (10%)	From the beginning
All Fatigued effects cured upon armatization	From the beginning
Armatized - strong to earth, weak to fire (10%)	Glaivend Basin (2)

–	UNLOCKED:	–
–	UNLOCKED:	–
Chain Magus	UNLOCKED:	From the beginning

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Focus + (4 → 8 → 12)%	6	14	20	--	--
SC use reduction during combo + (1 → 2)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for quick enemy dispatch + (1 → 2 → 3)	7	12	19	--	--
Stun rate +10% for (3 → 6 → 9) sec atbattle start	2	8	15	--	--
Stun rate + (20 → 40 → 60)% against enemies with max HP	4	11	18	--	--

–	UNLOCKED:	–
–	UNLOCKED:	–
Aegis of the Whirlwind	UNLOCKED:	From the beginning

EFFECT	PROFICIENCY LEVEL				
Arte Defense + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
BG increase when 10 hits landed + (5 → 10)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for no-damage enmy dispatch + (1 → 2 → 3)	2	8	15	--	--
SC recovery speed + (5 → 10 → 15)% while undamaged	4	11	18	--	--
. + (1 → 2 → 3) damage rate increase for consecutive hits	7	12	19	--	--

–	UNLOCKED:	–
–	UNLOCKED:	–
Sorcerer of the Raging Tempest	UNLOCKED:	From the beginning

EFFECT	PROFICIENCY LEVEL				
Attack + (4 → 8 → 12)%	6	14	20	--	--
Arte Attack + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Stun damage rate + (20 → 40)%	3	17	--	--	--
Maximum BG + 1	10	--	--	--	--
Grade for simultaneous enemy dispatch + (1 → 2 → 3)	2	8	15	--	--
Damage rate to enemy with status ailment + (15 → 30 → 45)%	4	11	18	--	--
Damage multiplier to downed enemy + (20 → 40 → 60)%	7	12	19	--	--

–	UNLOCKED:	–
Gusting Green	UNLOCKED:	From the beginning
Honest Fellow	UNLOCKED:	Aroundight Forest (2)

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
SC recovery upon successful evasion + (10 → 20)	3	17	--	--	--
Capability vs. therians + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Quickstepping SC cost reduced by + (25 → 50 → 75)%	2	8	15	--	--
Rate targeted by enemies + (5 → 10 → 15)%	7	12	19	--	--

Mysterious Partner	UNLOCKED:	From the beginning
Troublemaker Ally	UNLOCKED:	Sub-Event: A Rose in Bloom
Drifting Traveler	UNLOCKED:	Sub-Event: Zaveid

EFFECT	PROFICIENCY LEVEL				
Defense + (4 → 8 → 12)%	6	14	20	--	--
Arte Defense + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
HP recovery while defending + (10 → 20)	3	17	--	--	--
Capability vs. crusaceans + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
Damage reduced by + (15 → 30 → 45)% when HP less than 25%	2	8	15	--	--
Rate targeted by enemies - (5 → 10 → 15)%	7	12	19	--	--

Hellion Hunter	UNLOCKED:	Register 30 enemies to enemy book
Shadow Scourge	UNLOCKED:	Register 60 enemies to enemy book
Exterminator	UNLOCKED:	Register 100 enemies to enemy book

EFFECT	PROFICIENCY LEVEL				
Arte Attack + (4 → 8 → 12)%	6	14	20	--	--
Focus + (4 → 8 → 12 → 16 → 20)%	1	5	9	13	16
Duration of stat increases + (15 → 30)%	3	17	--	--	--
Capability vs. undead + (10 → 20 → 30)%	4	11	18	--	--
Maximum BG + 1	10	--	--	--	--
SC + (10 → 20 → 30) when resisting status ailments	2	8	15	--	--
Time you can't use items reduced by +(15 → 30 → 45)%	7	12	19	--	--

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Trophies
Trophies

Try to earn all 56 Trophies, including the ones available from the DLC “Alisha’s Story: The Strength of a Knight”!

GRADE	GIVEN NAMES	ACQUISITION CONDITIONS
Platinum	Master of Zestiria	Reward for earning all other trophies (not including DLC trophies).
Bronze	Dawn of the Shepherd	Obtained at Ladylake for forming the Shepherd’s pact.
Bronze	Youth	Obtained at the Galahad Ruins for forming a pact with Mikleo.
Bronze	Trials Overcome	Obtained after completing the Wind Trial and, in turn, all of the four trials.
Bronze	It All Ends Here	Obtained for returning to Glaivend Basin to face the final battle.
Gold	Dusk of the Shepherd	Obtained for seeing the story's resolution.
Bronze	In Shreds and Tatters	On your 2nd (or more) playthrough or on Hard (or greater), defeat Oroboros without using any items.
Bronze	Super Collision Course	On your 2nd (or more) playthrough or on Hard (or greater), defeat General Landon without using any items.
Bronze	Fiery Trial	On your 2nd (or more) playthrough or on Hard (or greater), defeat Salamander without using any items.
Bronze	Writhe in Agony	On your 2nd (or more) playthrough or on Hard (or greater), defeat Minotauros without using any items.
Bronze	Rest Azure'd	On your 2nd (or more) playthrough or on Hard (or greater), defeat Asura without using any items.
Bronze	Newcomer Challenge	On your 2nd (or more) playthrough or on Hard (or greater), defeat Dullahan without using any items.
Bronze	Tear-Soaked Battlefield	On your 2nd (or more) playthrough or on Hard (or greater), defeat Tiamat without using any items.
Bronze	Killing with Kindness	On your 2nd (or more) playthrough or on Hard (or greater), defeat Eizen without using any items.
Bronze	A Non-Specific Tale	Defeat Sophie and Jade at The Calix VIII.
Bronze	A Life of Moderation	On your 2nd (or more) playthrough or on Moderate (or greater), win the final battle without retrying.
Bronze	A Life of Struggle	On your 3rd (or more) playthrough or on Hard (or greater), win the final battle without retrying.
Bronze	A Life Facing Malice	On your 4th (or more) playthrough or on Intense (or greater), win the final battle without retrying.
Silver	A Life Torn Between Order and Chaos	On your 5th (or more) playthrough or on Chaos, defeat the final batlte without retrying.
Bronze	No Ordinary Customer	Achieve a maximum Shop Level.
Silver	36 Challenges	Collect all 36 anomalous orbs.
Bronze	An 'undred Herbs	Collect over 100 herbs.
Bronze	Checking Inn	Stay at an inn 10 times.
Bronze	Show of Talent	Raise the proficiency of a certain Support Talent and teach it to another character through a skit when you stay at an inn.
Bronze	Monolith Monomania	Examine all of the stone monoliths.
Bronze	Normin Tamer	Find at least 40 normin and acquire their skills.
Bronze	Landed Gentry	Raise a Lord of the Land's Blessing Level to 20.
Silver	Boss of the G-Union	Form a G-Union with your equipment skills.
Silver	Elle Mental Marta	Form an E-Union with your equipment skills.
Bronze	Stacking the Deck	Form a Stack bonus with your equipment skills.
Bronze	Having a Blast	Raise a character's maximum Blast Gauge to 9.
Bronze	A Knack for Stacks	Acquire an item with the same skill in all four slots.
Bronze	Divine Intervention	Form an E-Union that uses all 10 elemental skills.
Gold	Sweet 16	Achieve a Stack 16 (max) bonus skill.
Bronze	The Blessing Bell	Sanctify a piece of equipment with the Lord of the Land.
Bronze	A Double Take	Acquire an enemy dropped item with a doubled skill.
Silver	Last Stop on the Fusion Train	Acquire an item with a +99 modifier.
Bronze	Wishes Transferred	Reacquire a piece of equipment from your last playthrough at Lakehaven Heights.
Bronze	Talent Management	Reach max proficiency with a Support Talent.
Bronze	Making the Grade	Earn over 50 Grade in one battle.
Bronze	Dietician's Nightmare	Prepare all available snacks.
Bronze	I Am the Wind	Attain maximum speed with the Support Talent Windstepping.
Bronze	Micromanager	Fight as all playable characters in over 100 battles.
Bronze	Chatterbox	Watch 75% of all skits.
Bronze	The Item Collector	Obtain 90% of all items.
Bronze	Cruisin' for a Bruisin'	Register 70% of all enemies in your Enemy Book.
Bronze	Bookwyrm	Look inside the Library menu 50 times.
Bronze	Eight Dates With Hate	Clear all eight Malevolent Crucibles.
Silver	The Sky's the Limit	Complete all extra dungeons at difficulty level Normal or higher.
Gold	Bested the Worse	Clear Hexen Isle and defeat Heldalf's most powerful form.

Alisha’s Story

GRADE	GIVEN NAMES	ACQUISITION CONDITIONS
Bronze	The Squire's Pact Renewed	Reform your Squire's Pact at Lastonbell.
Silver	Severing the Bonds of the Past	Defeat a familiar foe in the Cornic Sealed Cave.
Gold	Reencounter with Karma	Complete your journey through the Elaine Ruins and witness what lies beyond it.
Bronze	The Dynamic Duo	Clear the Malevolent Crucible: Naraka.
Silver	The Speedy Duo	Clear the Malevolent Crucible: Naraka in a short period of time.
Bronze	The Eleventh Duo	Clear the Malevolent Crucible: Naraka 11 times.

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Records

Records

View data that tracks your performance in various gameplay elements. Accomplishing certain performance levels will unlock new amusing or useful comments.

ITEMS	COMMENTS RELEASE CONDITIONS	COMMENT
Times Records Viewed	1 time	This shows how many times you've checked on your records. As you make progress, we'll have various comments for you, so please drop in now and then!
	10 times	It is improper to expect something in return for achieving records. They exist purely for your private edification.
	30 times	Don't pop in here just to inflate this record. It won't do anything cool, I promise. But hey, while you're here, check out the more interesting crap below.
	50 times	Records will keep getting added here, so don't forget to check up on them regularly.
Total Play Time	000:00:00	This is the amount of time you've been playing. Remember to sleep at least once every 36 hours!
	030:00:01	You have reached at least 30 hours of play time. I expect you are making substantial progress.
	060:00:01	Over 60 hours now! That's beyond legit. Seriously, thanks.
	100:00:00	You're obsessed. But I guess I'm OK with that.
Total Time in Battles	000:00:00	This is the total amount of time spent in battle.
	001:00:00	If worries over your battle time distract you enough that you're losing battles, it defeats the purpose. Focus on survival first and foremost.
	005:00:00	Well well, look who's been busy on the battlefield. Hope you haven't forgotten how to win quickly, though.
	010:00:00	Battle after battle after battle. How's that working out for you? Are you getting stronger?

Total Time in Menus	000:00:00	This is the amount of time you've spent in menus. There's a lot packed in here, so don't be shy!
	002:00:00	It's a good idea to check the Skill Book regularly. It will help you master the generation and use of Bonus Skills.
	010:00:00	Thinking about skills and fusion and all that makes my head spin, but if you can handle it, rock on.
	030:00:00	I hope you haven't been napping with a menu open or something.
Total Encounters	1 time	This is the number of times you've encountered enemies and dived headlong into battle! Racking up victories will also improve your equipment proficiency.
	101 times	You've already had over 100 encounters! Still, don't let your guard down.
	1001 times	Huh. Over 1000 encounters! That's a whole lot of violences. All the violences.
	3000 times	Well. Someone's belligerent.
Enemy Types Discovered	1 species	This is the number of different enemies you've logged in the Enemy Book, found in the Library.
	30 species	I've come to the conclusion that the more you fight the same enemy, the better the skills on the equipment it drops. So don't rush; take your time.
	100 species	It can really be nice to have equipment on hand with skills against particular enemy categories. The Luring talent could help. Just sayin'.
	180 species	There's all sorts of hellions out there. In general, the ones that look similar became hellions under similar circumstances.

ITEMS	COMMENTS RELEASE CONDITIONS	COMMENT
Consumable Item Discovered	1 consumables	This is the number of unique consumable items you've obtained.
	10 consumables	You've collected at least 10 different consumables. I can prepare all sorts of remedies now. Just say the word!
	30 consumables	I see you've collected at least 30 different consumables. Go on, don't be stingy with 'em now. Use 'em up!
	60 consumables	You've found 60 consumable items. Mostly snacks, I notice. Still. Well done, I suppose.
Equipment Items Discovered	5 equipment items	This is the number of unique equippable items you've found. Each one can have up to four skills, so no two items are the same! Except the ones that are.
	30 equipment items	You've collected at least 30 different equippable items now. You should clean up your inventory by selling off old pieces or fusing them.
	100 equipment items	Nice! 100 or more different pieces of equipment. You know, I feel like the drop rate falls if you're carrying too much. Better sell off what you don't need!

	300 equipment items	That's a frightening amount of equipment. How do you keep track of it all? Be sure not to let your inventory get too cluttered. Tidiness is part of being civilized.
Skits Played	1 skit	That is the number of skits you've played. You can start a skit in certain places during your travels. They can also be triggered at inns.
	50 skits	You've played at least 50 skits now! There is nothing like a journey to bring people together.
	150 skits	Whoa, you've played over 150 skits? Neat. Wish we had a way to celebrate. A short comedic conversation about it with friends, or something. Oh well.
	250 skits	I see you've watched a whole bunch of skits. There are worse ways to waste one's time, I guess.
New Treasure Discovered	1 chest	This shows how many chests you've opened for the first time. I say that because some chests will mysteriously be restocked if you come back later.
	30 chests	If you want to build this number up, you ought to make good use of the Treasure Detection talent. It will notify you of nearby chests and herbs.
	150 chests	Loads of treasure, woohoo! You can increase the search radius if multiple people use Treasure Detection. Might actually make it harder sometimes, though.
	300 chests	Why are there chests scattered all over, anyway? ...We're not supposed to question it? I never agreed to that.
Normin Recruited	1 normin	This is the number of times you've found and recruited normin. If you show a normin some equipment with a blank skill slot, they'll offer to help!
	10 normin	I find this "normincarena" most curious. What on earth sort of dance is it supposed to be?
	30 normin	You've found at least 30 normin. There's...about 50 in total, was it? Probably should dwell on what that implies about their breeding patterns.
	50 normin	...What are you looking at?
Highest Combo	1 hit	Attacking enemies will interrupt and stagger them. Keep attacking before they can recover, and you can often defeat them without suffering counterattacks.
	30 hits	Enemies have varying weights, affecting things such as their stagger time. Artes too have different qualities; ones with many hits tend to have short stagger time.
	60 hits	You reached 60 hits! That's super awesome and you're my hero—but you can still go higher than that!
	100 hits	Ooooh. 100 hits. Woooow.

Highest Damage	1	This is the highest amount of damage you've dealt in a single blow. Artes with a lower hit count tend to do more damage per hit.
	500	A stunned target will have a higher damage multiplier. When the enemy is stunned, it would be wise to employ your most effective combo.
	5000	The battle actions Quick Banish and Retribution can help blow your damage into the stratosphere!
	10000	Some skills will give you a ridiculous multiplier to your damage. Why not try focusing on those?
Highest Total Damage (Armatized)	1	When you armatize, the weakness damage multiplier will accumulate for a certain length of time. This is your record total damage inflicted during that time.
	5000	The key to advancing this record lies in stunning your enemies and using skills to maximize the damage you do while they're stunned!
	25000	There's skill effects that make enemies' stun time last longer. Line up six skills with the same element to make an E-Union 6, then reap the rewards!
	100000	"I used a mystic arte and I still didn't win!" No duh, Durrlock. Mystic artes are just the most hidden of hidden artes. They're not instant-win tricks.
Successful Guards	1 time	Successful guarding recovers SC by a certain amount. If you're running low on SC, put up your guard and take a tactical breather.
	40 times	The enemy attack rate will increase when you guard and decrease right after they attack. A solid counterattack begins with a solid defense! Words to live by!
	400 times	If you just stand there guarding the whole time, the effectiveness start to go down. Better to find a good balance between attacking and defending.
	1000 times	You can't win if you ignore defense. If you're up front, it's your job to defend. In other words, you take that beating, so I don't have to.

ITEMS	COMMENTS RELEASE CONDITIONS	COMMENT
Quick Evades	1 time	Perform sidesteps for vertical attacks and backstops for horizontal attacks to trigger a Quick Evade.
	20 times	The best thing about a successful Quick Evade is that it will refill your SC, but the fact that it delays the enemy's next attack is a not unwelcome bonus.
	200 times	"Help! Is that attack vertical or horizontal!?" Sound like you? Well, buck, maybe you just need to get hit. Yeah, it hurts, but it might clear things up.
	1000 times	There's a battle action that'll reduce your mystic arte BG cost for a bunch of successful Quick Evades in a row. We're just lucky the enemies can't do that.

Martial Arte Breaks	1 time	Use hidden artes against enemies' martial artes (attacks with few gaps) to attack without getting staggered.
	20 times	It can be tricky to respond instantly to enemy attacks, but if they only use martial arts, you shouldn't hesitate to overwelm them with hidden artes.
	200 times	When two hidden artes collide, the one that hits first is the one that goes through! For enemies that use both martial and hidden artes, try getting the jump on 'em!
	500 times	Are enemies annoying you with their constant cowardly poke-and-run attacks? Hidden arte, pow! Sometimes strategy's just that easy.
Hidden Arte Breaks	1 time	Use seraphic artes against enemies' hidden artes (charge-up attacks) to cut your casting time in half and avoid being staggered.
	20 times	Seraphic artes are special powers inaccessible to humans. I suspect historical records of these artes spring from Shepherds with the power of armatization.
	200 times	Though you won't get staggered, you'll still take damage if you do this. If you're low on HP, just evade the attack instead.
	500 times	Are enemies annoying you with their exasperating confidence? Seraphic arte, badoom!
Seraphic Arte Breaks	1 time	Interrupt enemies casting seraphic artes by hitting them with martial artes.
	20 times	It is true that seraphic artes require casting time, but their power more than makes up for it. Should an enemy start casting, do all you can to interrupt them.
	200 times	If an enemy starts casting and you're all too far away to do anything about it, you're kinda boned. That's why it's good to close in on seraphic arte users first.
	500 times	Are enemies annoying you with their lackadaisical seraphic arte casting? Martial arte, wwwatcha!
Blasts Triggered	1 time	Use [R2] to spend your Blast Gauge (BG) and trigger special effects. The conditions and effects differ depending on whether you're on standby or in a combo.
	50 times	It would appear you can earn new battle actions based on the number of Blasts you've used. All the more reason to let loose.
	250 times	Partner Blasts can be way useful with just a little imagination. For instance, if your buddy's taking a beating, it could give 'em a free ticket outta there.
	1000 times	Have you been neglecting Blow Blasts because they break your combo? You can continue them on downed enemies with higher seraphic artes, you know.

Mystic Artes Triggered	1 time	Learning a mystic arte means that you'll have a powerful tool at your disposal for when you need to turn the tables or clinch your victory.
	20 times	Defeating enemies with mystic artes will earn you high Grade, so try it once you've weakened them. You can check the enemy's health using the targeting mark.
	80 times	Sometimes you're like, "Nngh, should I use a mystic arte or a Blast here?" I feel ya. But don't get in the habit of using just one and never the other.
	500 times	If you've got a battle action that lowers mystic arte BG cost based on hit count, you could use Chain Blast or whatever to rack up hits before your mystic arte.
Water Armatizations	1 time	This is the number of times you've performed water armatization. The armatized bow gives you good piercing capabilities—just the thing for a tight hallway.
	10 times	Weaknesses? ...Well, it can be hard to cope with attacks from behind. But the first step toward dealing with this drawback is acknowledging it.
	100 times	Seraphic artes come in several broad categories: defense, area-effect, piercing, wide-area, et cetera. My forte is single-target healing artes.
	300 times	I hope it's clear by now how powerful the water armatus is.
Fire Armatizations	1 time	This is the number of times you've performed fire armatization. It features sweeping sword attacks, perfect for cutting swathes through mobs of enemies.
	10 times	Fire armatization doesn't offer many options when enemies are out of reach of your sword. When your foes scatter, it's wise to revert to normal state.
	100 times	Against a single target, fire armatization isn't always the most effective tactic. Don't forget, you're not required to use it, even if the enemy's weak to fire.
	300 times	You've truly mastered the fire armatus. This calls for a toast! Teeheehee. ...Hey, come back. I was only kindling.
Earth Armatizations	1 time	This is the number of times you've performed earth armatization. If you think it's just about raw power, you've already lost. Take a closer look.
	10 times	Yes, this armatus specializes in one-on-one attacks, but it can handle area attacks as well. It all depends on how you use it. Understand? I hope so.
	100 times	I've got defensive seraphic artes and ones with huge-range attacks... Even ones that power up the more enemies there are. You realize I'm the best, right?
	300 times	The earth armatus. That is all. Dismissed.

ITEMS	COMMENTS RELEASE CONDITIONS	COMMENT
Wind Armatizations	1 time	This is the number of times you've performed wind armatization. Floating in the air allows you to easily swoop around enemy attacks.
	10 times	You can use artes that incorporate movement to keep your enemies pinned down and control your positioning. Always stay aware of the state of the battle.
	100 times	A lot of the seraphic artes of wind have an effect on the actions that come afterwards. You won't see the benefit if you don't plan ahead. Think before you act.
	300 times	Ya see now? You can't count the wind armatus out.
Banish Blasts	1 time	This is the number of times you've unleashed a Banish Blast. It takes a while to charge up, so don't use it recklessly, or it'll become a... Vanish Blast! Teehee.
	10 times	Diligent allies may defend you while you charge up a Banish Blast. There is also a battle action reducing the charge time when your enemies are stunned.
	50 times	The less HP the enemy has, the more damage you'll do. Finding that sweet spot is all part of the thrill.
	200 times	Have you mastered linking Banish Blasts into mystic artes? I certainly hope so.
Gald Spent	1 gald	This is how much gald you've spent in shops and inns. Gald's a global currency, accepted wherever you go. Don't leave home without it.
	10000 gald	Buying and selling items in the same shop will increase that location's Shop Level, expanding the selection of available equipment.
	100000 gald	It's healthy to engage in commerce now and then. The equipment at shops comes with skills too, you know! ...Actually, by now you probably DO know.
	1000000 gald	What shops carry is influenced by what you sell. Sell a bunch of rings, and that shop will start stocking rings in bulk. Why? I don't know, I'm just the messenger.
Distance Traveled on Map	0.01 m	This is the distance you've traveled across maps. When you're exploring maps, don't forget to make good use of your talents!
	10000.00 m	Talents can be developed with enough use. Be sure to walk around with various combinations oftalents assigned.
	50000.00 m	It costs Gald to move between Save Points, so walking is a good way to save on cash. Just make sure you know where you're going.
	500000.00 m	I can't feel my legs… Ugh. Why did I sign up for this?

Battle Actions	5 actions	This is the number of battle actions you've learned. You can acquire lots of different abilities by progressing in the story and mastering combat.
	10 actions	Some battle actions are ideal for beginners. If you still lack confidence, try one or two of those marked "Auto" while you grow used to the system.
	25 actions	You won't have much luck enabling every battle action you get. The trick is to figure out what you need and what you don't need!
	40 actions	There may be a whole lot of battle actions to choose from, but don't get carried away. Like an umbrella, you can only spread yourself so far.
Enemies Defeated	1 enemy	This is the number of times you've defeated or forced retreat from enemies. Defeat enough enemies, and you'll level up, increasing your stats.
	100 enemies	One thing to keep in mind is that your maximum HP does not increase even when you level up. I suggest you pursue collection of the items known as orbs.
	500 enemies	The higher a stat is at the point you level up—and that includes equipment and everything else—the more the base stat goes up. Make sense?
	3000 enemies	Your levels can be high as a kite; it's still no guarantee you'll win. Granted, keeping them low will probably guarantee you'll lose.
Snacks Eaten	1 time	Though snacks can only be eaten outside of battle, they'll restore HP to all party members, as well as add a skill effect to the next battle.
	10 times	Different characters will find different snacks easy to make. Training long enough will allow you to prepare brand-new snacks! I am in full support of this.
	100 times	Just because they go away, doesn't mean you shouldn't use 'em up. Otherwise, what's the point? Might as well sell 'em and make someone else happy.
	500 times	I think it's time to make up your mind about whether you're here for an adventure or just here for the snacks.
Highest Equipment Fusion	1 time	This is the highest number added next to an item name through equipment fusion. Fusing is a great way to tidy up your inventory—just mash that stuff together!
	10 times	You've achieved a fusion count of at least 10. It never ceases to amaze me how so many weapons can coalesce into one. The natural world is wondrous indeed.
	30 times	Dang, you've gone up to +30, even! This might be old news, but it's safe to fuse two +30 items--you'll come out with a +61! Niftysauce.
	99 times	Wow, you really did have a lot of time to waste. Though you can make your equipment even stronger once you have it sanctified.

ITEMS	COMMENTS RELEASE CONDITIONS	COMMENT
Highest Sanctification	1	This is the highest number added next to a sanctified item name through equipment fusion. ...You have entered a most hallowed domain.
	10	In and of itself, a +10 modifier on sanctified equipment doesn't affect much, but it does indicate you've collected 121 of the item... This I respect.
	30	Gotta say, getting sanctified equipment up to +30 is quite a feat! Keep it up. There's things that'll let you carry equipment across playthroughs—handy!
	99	You boosted sanctified equipment up to +99? That's... excessive. But I admire your dedication. It'll take you far.
Highest Sale Value	1 gald	The highest value you've sold an item for. To aim for this record, you may want to sell items you've fixed up a bunch. Though I understand that might be painful.
	2000 gald	The number or quality of attached skills can affect the resale value of your equipment. You would do well to keep this in mind should you be targeting this record.
	10000 gald	Sanctified items sell for a lot, y'know. Collectors love them some premium goods. But donating them to a Lord of the Land nets you tons of Grade. Tough call.
	100000 gald	Looks like you crafted some genuinely special equipment... And then sold it off without compunction. No regrets, now. You only live once.
Stack Skills Triggered	1 stack	These are bonus skills triggered by equipping two skills with the same name at the same time. The skills can be on different items, such as armor and shoes.
	4 stacks	Fusing items at shops is indispensible if Stack bonuses are your goal. Pay close attention to how fusion affects the arrangement of skills.
	8 stacks	The key to fusion is appreciating the value of items with empty skill slots. If one item's slot is open, the skill in the other slot won't change during fusion.
	15 stacks	I see you pulled off a Stack 16. Might as well pat yourself on the back. There's nothing higher than that anyway.
G-Union Skills Triggered	1 G-Union	These are bonus skills triggered by equipping all five skills in a skill group. This will form a vertical line on the Skill Sheet.
	3 G-Uions	G-Union bonuses further enhance the characteristics of that group. It would not be absurd to carry different sets of equipment geared toward multiple groups.
	6 G-Unions	You need five skills from the same group for a G-Union, so you can't pull it off with just one item. Kinda sucks. You could spread it out across all five, though.
	10 G-Unions	There are 10 groups, so if you've made all 10 G-Unions, that's it. But making them is one thing—choosing the right ones for the battles you face is quite another.

E-Union Skills Triggered	1 E-Union	These are skills triggered by equipping two or more that line up next to each other. Skills lined up horizontally tend to be related by element.
	15 E-Unions	E-Unions are relatively simple to activate, requiring merely two skills at minimum. As they boost your elemental abilities, how you use them will be crucial.
	30 E-Unions	Elemental Unions take a bit of finesse. Should you stick with two E-Union 2s, or fill in the gap and have just one E-Union 5? Hmm, decisions, decisions.
	45 E-Unions	Huh, that would be all the E-Unions, then. There's one for each number and element—I hope you're not too exhausted.
Grade Record	1	This is the most Grade you've earned in a single battle. Refine your battle technique to earn more Grade and smash your record!
	25	To earn high Grade, one must battle with style. In particular, there is naught more stylish than to achieve victory without so much as a scratch.
	50	If you want the worst Grade possible, try getting KO'd or finishing a battle with a status ailment. Oh! Item use is a key point as well. You'll be awful in no time!
	80	This is proof of how mercilessly and vindictively you've rained artes down on your foes. Go ahead, bask in it. Revel in it.
Items Dropped by Enemies	1 item	This is the total number of equippable items randomly dropped by enemies. Hellion equipment is saturated in malevolence, but purification makes it usable again.
	20 items	Different hellions have different equipment they are likely to drop. The result is certainly not guaranteed, but it's still useful to check this via the World Map.
	50 items	I hear the enemy you beat first will have double the drop rate. Sounds handy if you're craving a particular item. The Luring talent ought to be useful, too.
	100 items	The drop rate goes up based on how many enemies you beat in a battle. So seeking out Dangerous Encounters doesn't NECESSARILY signal self-destructive tendencies.
Herbs Found	1 herb	This is the number of herbs you've found. They are mostly found in fields (outdoor maps) and can boost your physical attributes.
	30 herbs	There are six different kinds of herbs, five of which boost your basic stats and one which boosts your max HP. You can also create them with Remedy Preparation.
	60 herbs	One thing herbs do is fully restore your initial SC. If you're lost in a dungeon somewhere, might be wise to dig in your herb pouch and get some fight back in ya.
	100 herbs	You might as well not bother picking an herb if you're not planning to use it. Or do you just enjoy casual destruction for its own sake?

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Data

Fusion Skills

Fusion Skills

	ATAKK	MYND	DIFENS	REZISS	SPIRRI	RANGUS	ROON	BLOKK	WRESST	GILLIUM	B
Atakk	–	3	4	5	2	11	4	4	5	5	6
Mynd	3	–	4	5	1	4	12	5	5	6	6
Difens	4	4	–	1	2	4	5	13	6	6	7
Reziss	5	5	1	–	3	5	5	6	14	7	7
Spirri	2	1	2	3	–	5	6	6	7	15	8
Rangus	11	4	4	5	5	–	8	9	10	7	16
Roon	4	12	5	5	6	8	–	9	10	6	9
Blokk	4	5	13	6	6	9	9	–	6	7	9
Wresst	5	5	6	14	7	10	10	6	–	8	10
Gillium	5	6	6	7	15	7	6	7	8	–	10
Blude	6	6	7	7	8	16	9	9	10	10	–
Plezur	6	7	7	8	8	9	17	10	10	11	13
Primor	7	7	8	8	9	9	10	18	11	11	14
Gaine	7	8	8	9	9	10	10	11	19	12	15
Releeph	8	8	9	9	10	10	11	11	12	20	12
Fantum	6	9	9	10	10	11	11	12	12	13	21
Chein	9	7	10	10	11	11	12	12	13	13	14
Mirag	9	10	8	11	11	12	12	13	13	14	14
Gaizer	10	10	11	9	12	12	13	13	14	14	15
Justiss	10	11	11	12	10	13	13	14	14	15	15
Tempescht	11	11	12	12	13	11	14	14	15	15	16
Wundor	11	12	12	13	13	14	12	15	15	16	16
Farrest	12	12	13	13	14	14	15	13	16	16	17
Fethur	12	13	13	14	14	15	15	16	14	17	17
Tenshun	13	13	14	14	15	15	16	16	17	15	18
Shokk	11	14	14	15	15	16	16	17	17	18	16
Flaym	14	12	15	15	16	16	17	17	18	18	19
Sloe	14	15	13	16	16	17	17	18	18	19	19
Poizon	15	15	16	14	17	17	18	18	19	19	20
Fatty G	15	16	16	17	15	18	18	19	19	20	20
Animili	16	16	17	17	18	16	19	19	20	20	21
Schel	16	17	17	18	18	19	17	20	20	21	21
Blarb	17	17	18	18	19	19	20	18	21	21	22
Leglis	17	18	18	19	19	20	20	21	19	22	22
Pinyon	18	18	19	19	20	20	21	21	22	20	23
Anther	16	19	19	20	20	21	21	22	22	23	21
Plaite	19	17	20	20	21	21	22	22	23	23	24
Litsch	19	20	18	21	21	22	22	23	23	24	24
Deemun	20	20	21	19	22	22	23	23	24	24	25
Lindwer	20	21	21	22	20	23	23	24	24	25	25
Voyd	21	21	22	22	23	21	24	24	25	25	26
Faira	21	22	22	23	23	24	22	25	25	26	26
Urth	22	22	23	23	24	24	25	23	26	26	27
Acqua	22	23	23	24	24	25	25	26	24	27	27
Windur	23	23	24	24	25	25	26	26	27	25	28
Pennetrayt	21	24	24	25	25	26	26	27	27	28	26
Sheeld	24	22	25	25	26	26	27	27	28	28	29
Priventi	24	25	23	26	26	27	27	28	28	29	29
Invalada	25	25	26	24	27	27	28	28	29	29	30
Phoenix	25	26	26	27	25	28	28	29	29	30	30

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Data

Skill Table

Skill Table

	STATUS	BATTLE ABILITIES	HP	SC	BG	STATUS CHANGE	CATEGORY 1	CATEGORY 2	ELEMENTAL	INCA
NON-ELEMENTAL	Atakk	Rangus	Blude	Fantum	Tempescht	Shokk	Animili	Anther	Voyd	Pennetra
FIRE	Mynd	Roon	Plezur	Chein	Wundor	Flaym	Schel	Plaite	Faira	Sheeld
EARTH	Difens	Blokk	Primor	Mirag	Farrest	Sloe	Blarb	Litsch	Urth	Priventi
WATER	Reziss	Wresst	Gaine	Gaizer	Fethur	Poizon	Leglis	Deemun	Acqua	Invalada
WIND	Spirri	Gillium	Releeph	Justiss	Tenshun	Fatty G	Pinyon	Lindwer	Windur	Phoenix

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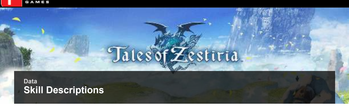

Data
Skill Descriptions

Standard Skills

GROUP	ELEMENT	SKILL NAME	DESCRIPTION
Status			
	Non-Elemental	Atakk	Attack +4%
	Fire	Mynd	Arte Attack +4%
	Earth	Difens	Defense +4%
	Water	Rezist	Arte Defense +4%
	Wind	Spirri	Focus +4%
Battle Abilities			
	Non-Elemental	Rangus	Stun damage rate +20%
	Fire	Roon	Duration of stat increases +15%
	Earth	Blokk	Defense capability +5%
	Water	Wreest	Duration of stat reductions -8%
	Wind	Gillium	Stun time reduced by 20%
HP			
	Non-Elemental	Blude	HP recovery upon successful stun +40
	Fire	Plezur	HP recovery during combo +4
	Earth	Primor	HP recovery while defending +10
	Water	Gaine	HP recovery upon defeating enemy +60
	Wind	Releeph	HP recovery when using BG +50
SC			
	Non-Elemental	Fantum	SC recovery upon successful stun +10
	Fire	Chein	SC use reduction during combo +1%
	Earth	Mirag	SC recovery speed while defending +4%
	Water	Gaizer	SC recovery when damage received +8
	Wind	Justiss	SC recovery upon successful evasion +10
BG			
	Non-Elemental	Tempescht	BG increase when 10 hits landed +5%
	Fire	Wundor	BG increase upon defeating enemy +8%
	Earth	Farrest	BG increase rate while defending +25%
	Water	Fethur	BG increase rate during evasion +16%
	Wind	Tenshun	BG increase upon successful stun +8%
Status Change			
	Non-Elemental	Shokk	Paralyzing capability +10%
	Fire	Flaym	Burning capability +10%
	Earth	Sloe	Slowing capability +10%
	Water	Poizon	Poisoning capability +10%
	Wind	Fatty G	Fatiguing capability +10%
Category 1			
	Non-Elemental	Animili	Capability vs. beasts +10%
	Fire	Schel	Capability vs. crustaceans +10%
	Earth	Blarb	Capability vs. amorphous +10%
	Water	Leglis	Capability vs. apodous +10%
	Wind	Pinyon	Capability vs. winged foes +10%
Category 2			
	Non-Elemental	Anther	Capability vs. therians +10%
	Fire	Plaite	Capability vs. armored +10%
	Earth	Litsch	Capability vs. undead +10%
	Water	Deemun	Capability vs. fiends +12%
	Wind	Lindwer	Capability vs. dragons +15%
Elemental			
	Non-Elemental	Voyd	Non-elemental attack power +10%
	Fire	Faira	Fire attack power +10%
	Earth	Urth	Earth attack power +10%
	Water	Acqua	Water attack power +10%
	Wind	Windur	Wind attack power +10%
Incantation			
	Non-Elemental	Pennetrayt	No staggering when taking 40 damage or less
	Fire	Sheeld	No. of Iron Stances during casting +1
	Earth	Priventi	All damage taken reduced by 30
	Water	Invalada	Damage taken totaling less than 400 is negated
	Wind	Phoenix	KO protection +20%

E-Union Skills

UNION	ELEMENT	SKILL NAME	DESCRIPTION
Union 2	Non-Elemental	Devoyd	Non-elemental damage reduced by 10%
2	Fire	Defaira	Fire-type damage reduced by 10%
2	Earth	Deurth	Earth-type damage reduced by 10%
2	Water	Deacqua	Water-type damage reduced by 10%
2	Wind	Dewindur	Wind-type damage reduced by 10%
Union 3	Non-Elemental	Roklin	Effect of Paralysis reduced by 50%
3	Fire	Komfert	Effect of Burn reduced by 50%
3	Earth	Elvin	Effect of Slow reduced by 50%
3	Water	Meltem	Effect of Poison reduced by 50%
3	Wind	Leah	Effect of Fatigue reduced by 50%
Union 4	Non-Elemental	Atakkus	Attack +1 when you level up
4	Fire	Myndus	Arte Attack +1 when you level up
4	Earth	Difensus	Defense +1 when you level up
4	Water	Rezissus	Arte Defense +1 when you level up
4	Wind	Spirrius	Focus +1 when you level up
Union 5	Non-Elemental	Invoyd	Non-elemental damage on first combo hit +1
5	Fire	Infaira	Fire damage on first combo hit +1
5	Earth	Inurth	Earth damage on first combo hit +1
5	Water	Inacqua	Water damage on first combo hit +1
5	Wind	Inwindur	Wind damage on first combo hit +1
Union 6	Non-Elemental	Brilyanti	Stun time for non-elemental attacks +2sec
6	Fire	Charr	Stun time for fire-type attacks +2sec
6	Earth	Gayya	Stun time for earth-type attacks +2sec
6	Water	Tryton	Stun time for water-type attacks +2sec
6	Wind	Zeffir	Stun time for wind-type attacks +2sec
Union 7	Non-Elemental	Vanisch	Negates enemy's non-elemental resistance
7	Fire	Ignoeti	Negates enemy's fire resistance
7	Earth	Quayk	Negates enemy's earth resistance
7	Water	Tidel	Negates enemy's water resistance
7	Wind	Vohrtex	Negates enemy's wind resistance
Union 8	Non-Elemental	Maxwell	35% chance to convert non-elemental damage to 1
8	Fire	Efreet	35% chance to convert fire damage to 1
8	Earth	Gnome	35% chance to convert earth damage to 1
8	Water	Undine	35% chance to convert water damage to 1
8	Wind	Sylph	35% chance to convert wind damage to 1
Union 9	Non-Elemental	Voydax	20% chance of x4 non-elemental power increase
9	Fire	Fairax	20% chance of x4 fire power increase
9	Earth	Urthax	20% chance of x4 earth power increase
9	Water	Acquax	20% chance of x4 water power increase
9	Wind	Windurax	20% chance of x4 wind power increase
Union 10	Non-Elemental	Eborsis	Reflect back 30% of non-elemental damage
10	Fire	Krimsen	Reflect back 30% of fire damage
10	Earth	Ambur	Reflect back 30% of earth damage
10	Water	Azura	Reflect back 30% of water damage
10	Wind	Verdae	Reflect back 30% of wind damage

G-Union Skills

UNION	GROUP	SKILL NAME	DESCRIPTION
1	Status	Soljur	All stats +20
2	Battle Abilities	Aaashin	HP +7% when evading with quickstep
3	HP	Preest	Max HP +20%
4	SC	Scowtt	SC recovery speed +10%
5	BG	Worlok	When BG reaches 0, BG auto-recovery +100%
6	Status Change	Shaymin	Duration of inflicted status ailments +80%
7	Category 1	Sordzmin	Enemy stagger time +12 with 2-combo
8	Category 2	Knyte	Enemy stagger time +12 with 3-combo
9	Elemental	Palydeen	Enemy stagger time +12 with 4-combo
10	Incantation	Heerow	10 seconds complete evasion at battle start

Stack Skills

STACK NUMBER	SKILL NAME	DESCRIPTION
2	Anthemn	Stagger time lowered by 6%
3	Blasst	Maximum BG +1
4	Elxeed	No. of combos in normal state +1
5	Aster	2x damage on 10th, 20th, 30th (etc.) hit
6	Aejis	Prevents Petrify, your knockback chance halved
7	Axcell	BG cost of mystic artes reduced by 1
8	Riborne	Recovers 25% of damage you take
9	Kiloh	Halves damage over 1000
10	Ashur	"Times Used" for artes x2
11	Mistiq	Reduces casting time by 40%
12	Metalik	No staggering when HP is over 70%
13	Oddin	Number of hits doubled
14	Athaena	5sec after healing, extra 40% HP recovery
15	Lucyfir	All SC consumption halved
16	Etimili	No combo limit while SC remaining

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Data

Shop Rank Table

Shop Rank Table

TOWN	1 --> 2	2 --> 3	3 --> 4	4 -->5	5 -->6	6 -->7	7 -->8	8 -->9	9 -->10
Ladylake	430	903	1896	3981	8360	17556	36867	77420	162582
Marlind	690	1380	2760	5520	11040	22080	44160	88320	176640
Lastonbell	1090	2071	3934	7474	14200	26980	51262	97397	185054
Dark Turtlez/Katz Korner	1730	3200	5920	10952	20261	37482	69341	128280	237318
Pendrago	2720	4896	8812	15861	28549	51388	92498	166496	299692
Gododdin	25150	41497	68470	112975	186408	307573	507495	837366	1381653
Lohgrin	6780	11526	19594	33309	56625	96262	163645	278196	472933
Peddler	4290	7507	13137	22989	40230	70402	123203	215605	377308

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Fashion
Hair

A

B

C

D

E

A

B

C

D

E

F

Fashion

Attachments

Danger Jr.

COST	EDITABLE	HOW TO ACQUIRE
♦♦	No	Have Save Data for 'Tales of Vesperia'

Mini-Jude

COST	EDITABLE	HOW TO ACQUIRE
♦♦	No	Have Save Data for 'Tales of Xillia'

Mini-Ludger

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Have Save Data for 'Tales of Xillia 2'

Mini-Marta

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Have Save Data for 'Tales of Symphonia: Dawn of the New World'

White Bunny Ears

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Meadow of Triumph

Therapy Cat

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Sub-Event: Alisha, the Princess

Shadow

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Calix VI

Verius Tail

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Calix VII

Hat

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Yder Cave

Ten Gallon Hat

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Ladylake: 'Return the Royal Knife'

Scattered Bones Mask

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: Scattered Bones Business

Horns

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Volgran Forest

Glowing Antennae

COST	EDITABLE	HOW TO ACQUIRE
◆	Yes	Calix V

Pigtails

COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Hexen Isle (Complete Calix II)

Ponytail (Right)

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Hexen Isle (Complete Calix II)

Hanging Hair (Left)

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Bors Ruins

Huggable Sophie

COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Have Save Data for 'Tales of Graces f'

Mini-Milla

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Have Save Data for 'Tales of Xillia'

Mini-Lloyd

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Have Save Data for 'Tales of Symphonia'

Mini-Normin

COST	EDITABLE	HOW TO ACQUIRE
♣♣	No	Sub-Event: Phoenix

Bedhead

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Rayfalke Spiritcrest

Mr. Frog

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Arctus Ruins

Pet Dragon

COST	EDITABLE	HOW TO ACQUIRE
🍁🍁	No	Sub-Event: Siblings

Harold Mask

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Calix II

Top Hat

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Zaphgott Moor

Kitty Cap

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Katz Korner

Tengu Mask

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Calix IV

Noise-Canceling Headphones

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Westronbolt Gorge

Rare Butterfly Tiara

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Weylish Ruins

Ponytail (Left)

COST	EDITABLE	HOW TO ACQUIRE
	No	Hexen Isle (Complete Calix II)

Topknot

COST	EDITABLE	HOW TO ACQUIRE
	Yes	Lamorak Cave

Hanging Hair (Right)

COST	EDITABLE	HOW TO ACQUIRE
	Yes	Pendrago Shrinechurch

Afro Puff

COST	EDITABLE	HOW TO ACQUIRE
2	No	Lhitwerg Woods

Frameless Glasses

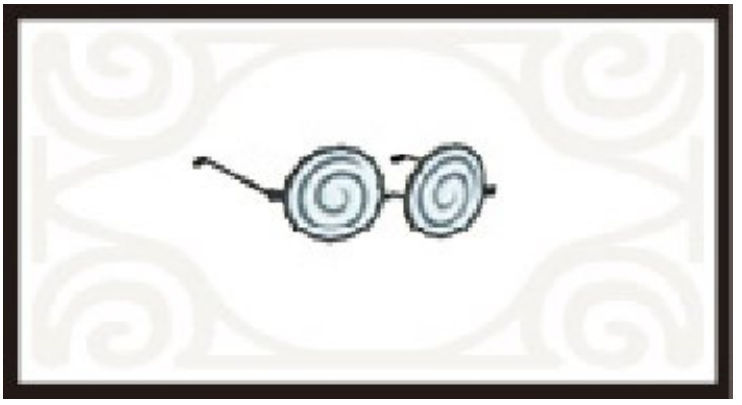
COST	EDITABLE	HOW TO ACQUIRE
1	No	Trizolde Cave

Round Glasses

COST	EDITABLE	HOW TO ACQUIRE
1	No	Sub-Event: Alisha, the Princess

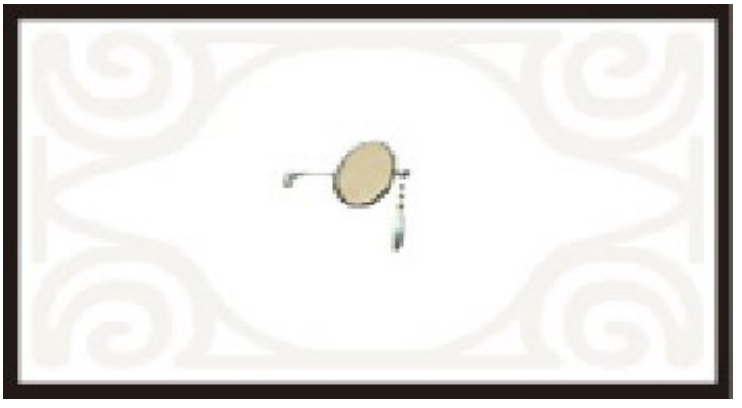
Colored Sunglasses

COST	EDITABLE	HOW TO ACQUIRE
	No	Calix I



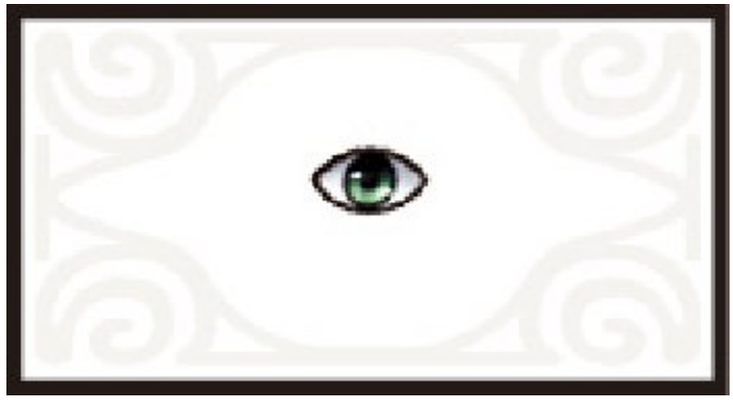
X-Ray Glasses

COST	EDITABLE	HOW TO ACQUIRE
	No	Aifreads Hunting Ground



Monocle

COST	EDITABLE	HOW TO ACQUIRE
	No	Remains of Merchior



Third Eye

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Hexen Isle (Complete Calix IV)

Sidekick Mask

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Biroclef Ridge

Bushy Eyebrows

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: Sergei, the Peacekeeper

Sideburns

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Meadow of Triumph

Backpack

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Falkewin Hillside

Fluffy Rollo

COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Calix VIII

Leather Belt

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Plitzerback Wetlands

Angel Wings

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: The Forton Sisters (Plitzerback Wetlands)

Devil Tail

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Glaivend Basin

Shiba Inu Tail

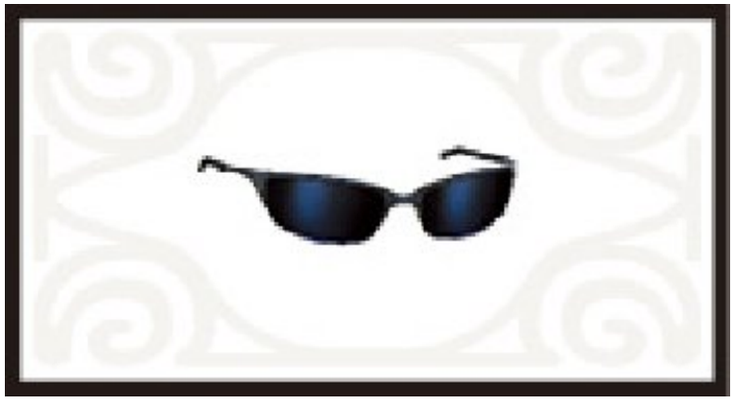
COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Gaferis Ruins

Pompadour

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: Sergei, the Peacekeeper

Square Glasses

COST	EDITABLE	HOW TO ACQUIRE
◆◢	No	Sub-Event: Turtlez



Sunglasses

COST	EDITABLE	HOW TO ACQUIRE
	No	Lakehaven Heights

Round Sunglasses

COST	EDITABLE	HOW TO ACQUIRE
	Yes	Depths Of Mt. Mabinogio Ruins

Goofy Glasses

COST	EDITABLE	HOW TO ACQUIRE
	No	Sub-Event: A Rose in Bloom

Swordsman's Eyepatch

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Find the Iris Gem at Gaferis Ruins

Elf Ears

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: The Forton Sisters (Zaphgott Moor)

Mystery Mask

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Calix III

Rosy Cheeks

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: Alisha, the Princess

Pipe

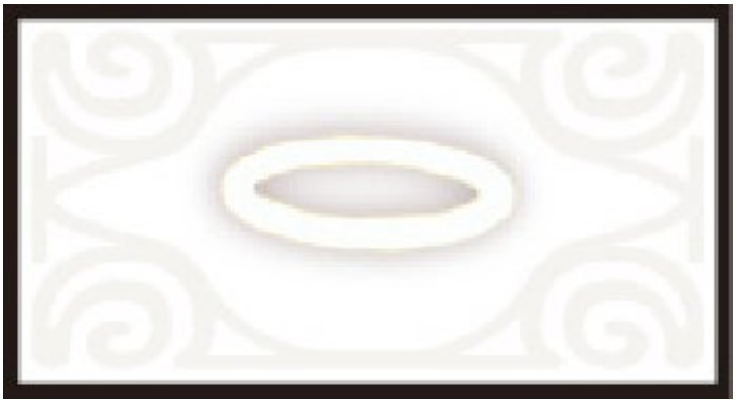
COST	EDITABLE	HOW TO ACQUIRE
◆	No	Ganglen Ruins

Rose Corsage

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Sub-Event: The Blue Valkyrie

Fluffy Repede

COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Sub-Event: Mayvin, the Explorer



Angel Halo

COST	EDITABLE	HOW TO ACQUIRE
◆◆	No	Sub-Event: The Forton Sisters (Glaviend Basin)

Devil Wings

COST	EDITABLE	HOW TO ACQUIRE
◆	No	Galahad Ruins

Shiba Inu Ears

COST	EDITABLE	HOW TO ACQUIRE
	No	**Pearloats Pasture**

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Fashion
DLC Sets

Alisha's Story

- Hyland Royalty Hairstyle
- Hyland Royalty Formal Wear ♪
- Hyland Royalty Feather Hat (◆◆)

Zestiria High School - Sorey

- Class Act Student Haircut
- Class Act Student Uniform ♪
- Normin Headphones (◆)

Zestiria High School - Alisha

- Demure Librarian Haircut
- Demure Librarian Uniform
- Demure Librarian Glasses ( )

Zestiria High School - Mikleo

- Serious Student Haircut
- Serious Student Uniform
- Serious Student Glasses ( )

Zestiria High School - Lailah

- Alluring Principal Hairstyle
- Alluring Principal Outfit
- Alluring Principal Glasses ( )

Zestiria High School - Edna

- Respected Senior Hairstyle
- Respected Senior Uniform
- Normin Backpack ( )

Zestiria High School - Rose

- Female Team Captain Hairstyle
- Female Team Captain Uniform
- Scrunchie （ ）

Zestiria High School - Dezel

- Taciturn Professor Haircut
- Taciturn Professor Outfit
- Taciturn Professor Hunting Cap ( )

Zestiria High School - Zaveid

- Punk Guidance Counselor Hair Punk Guidance Counselor Outfit
- Expensive-looking Watch ( )
- Punk Guidance Counselor Hat ( )

Seaside Resort - Sorey

- Sea Venturer Hairstyle
- Sea Venturer Swimsuit
- Snorkel ( )
- White Dolphin Float ( )

Seaside Resort - Alisha

- Beachside Girl Hairstyle
- Beachside Girl Swimsuit
- White Sunglasses （ ）

Seaside Resort - Mikleo

- Ocean Lover's Haircut
- Ocean Lover's Swimsuit
- Chick Float （ ）

Seaside Resort - Lailah

- Seaside Gal Hairstyle
- Seaside Gal Swimsuit
- White Hat（ ）

Seaside Resort - Edna

- Water-averse Girl's Hairstyle
- Water-averse Girl's Hairstyle
- Normin Float（ ）

Seaside Resort - Rose

- Beach Girl Hairstyle
- Beach Girl Swimsuit
- Rose's Work Cap （ ）

Seaside Resort - Dezel

- Dark Lifeguard Haircut
- Dark Lifeguard Swimsuit
- Dezel's Work Cap （ ）

Seaside Resort - Zaveid

- Tropical Beach Bum Hair
- Tropical Beach Bum Swimsuit
- Straw Hat ( )

Tales Of Characters - Sorey

- Zaphian Lad Haircut
- Zaphian Lad ♪
- Zaphian Lad's Bodhi Blastia (◆)

Tales Of Characters - Alisha

- Lhant's Angel Hairstyle
- Lhant's Angel ♪

Tales Of Characters - Mikleo

- Wandering Swordsman Haircut

- Seinegald Kingdom Swordsman
- Wandering Swordsman Earring ( )

Tales Of Characters – Lailah

- Unicorn-Blessed Girl Hairstyle
- Unicorn-Blessed Girl
- Blessed Girl Hat ( )

Tales Of Characters – Edna

- Timid Girl Hairstyle
- Timid Girl

Tales Of Characters - Rose

- Noble Spirit Master Hairstyle
- Noble Spirit Master

Tales Of Zestiria - Dezel

- Sacred Light Haircut
- Sacred Kimlascan Light

Tales Of Characters - Zaveid

- Tethe'allan Chosen Hairstyle
- Tethe'allan Chosen

Evangelion – Sorey

- Shinji Ikari Hairstyle
- Shinji Ikari Outfit

Evangelion – Alisha

- Mari Makinami Hairstyle
- Mari Makinami Outfit

Evangelion – Lailah

- Misato Katsuragi Hairstyle
- Misato Katsuragi Outfit

Evangelion - Edna

- Rei Ayanami Hairstyle
- Rei Ayanami Outfit

Evangelion - Rose

- Asuka Shikinami Hairstyle
- Asuka Shikinami Outfit

The Idolmaster - Alisha

- Chihaya Kisaragi Hairstyle
- Chihaya Kisaragi Outfit
- Chihaya Kisaragi Attachment (/ Cannot Edit)
- Takane Shijou Attachment (/ Cannot Edit)

- Azusa Miura Attachment (/ Cannot Edit)

The Idolmaster - Rose

- Haruka Amami Hairstyle
- Haruka Amami Outfit
- Haruka Amami Attachment (/ Cannot Edit)
- Yukiho Hagiwara Attachment (/ Cannot Edit)
- Makoto K uchi Attachment (/ Cannot Edit)

The Idolmaster - Lailah

- Miki Hoshii Hairstyle
- Miki Hoshii Outfit
- Miki Hoshii Attachment (/ Cannot Edit)
- Hibiki Ganaha Attachment (/ Cannot Edit)
- Iori Minase Attachment (/ Cannot Edit)

The Idolmaster - Edna

- Yayoi Takatsuki Hairstyle
- Yayoi Takatsuki Outfit
- Yayoi Takatsuki Attachment (/ Cannot Edit)

- Ami Futami Attachment (/ Cannot Edit)
- Mami Futami Attachment (/ Cannot Edit)
- Ritsuko Akizuki Attachment (/ Cannot Edit)

God Eater 2 - Sorey

- Julius' Haircut
- Julius' Outfit
- Julius' Bracelet (/ Cannot Edit)

God Eater 2 - Rose

- Nana Hairstyle
- Nana's Outfit
- Nana's Bracelet (/ Cannot Edit)

Dolls Of Zestiria (Male)

- Bookworm Sorey (◆◆)
- Prodding Mikleo (◆◆)
- Fangy Dezel (◆◆)
- Relaxing Zaveid (◆◆)

Dolls Of Zestiria (Female)

- Clingy Alisha (◆◆)
- Stabby Rose (◆◆)
- Sitting Lailah (◆◆)
- Reposing Edna (◆◆)

Front Bangs Set

- Front Bangs (Short) (◆)
- Front Bangs (Asymmetrical) (◆)

- Front Bangs (Straight) (◆)
- Front Bangs (Spiky) (◆)
- Front Bangs (With Sideburns) (◆)

Back Bangs Set

- Back Bangs (Fluffy) (◆)
- Back Bangs (Bun) (◆ / Cannot Edit)
- Back Bangs (Big Ponytail) (◆◀)
- Back Bangs (Braids) (◆◀ / Cannot Edit)
- Back Bangs (Ponytail) (◆◀ / Cannot Edit)

Tales Of Mascots Set

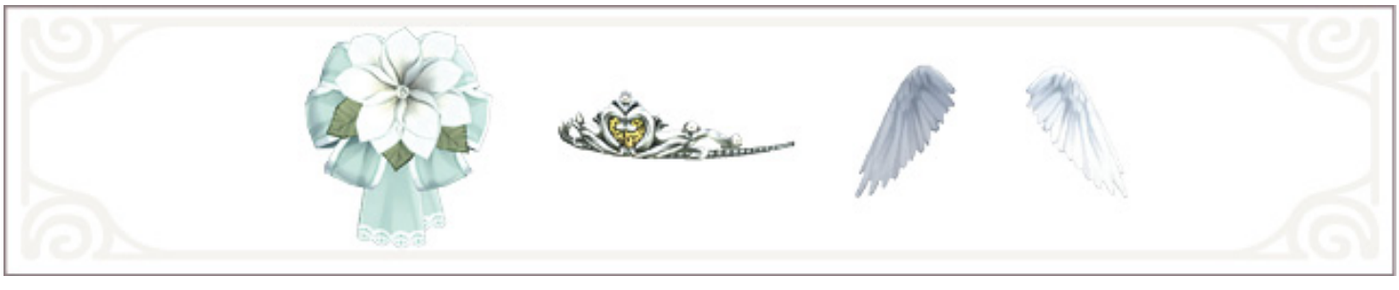
- Perched Rollo (◆◆)
- Perched Rappig (◆◆)
- Perched Repede (◆◆)
- Winding Teepo (◆◆)

Tales Of Weapons

- Leon's Sword (◆)
- Zelos's Sword (◆)
- Milla's Sword (◆)
- Yuri's Sword (◆)
- Luke's Sword (◆)

Three-Piece Cat Set

- Cat Ears (◆)
- Cat Tail (◆)
- Cat Collar (◆)



Honeymoon Angel Set

- Big Corsage (◆)
- Tiara (◆)
- White Angel Wings (◆)

Emotional Balloons Set

- "Ellipses" Emotion Balloon (◆◆)
- "Mad" Emotional Balloon (◆◆)
- "Noisy" Emotional Balloon (◆◆)
- "Squiggle" Emotional Balloon (◆◆)
- "!" Emotional Balloon (◆◆)

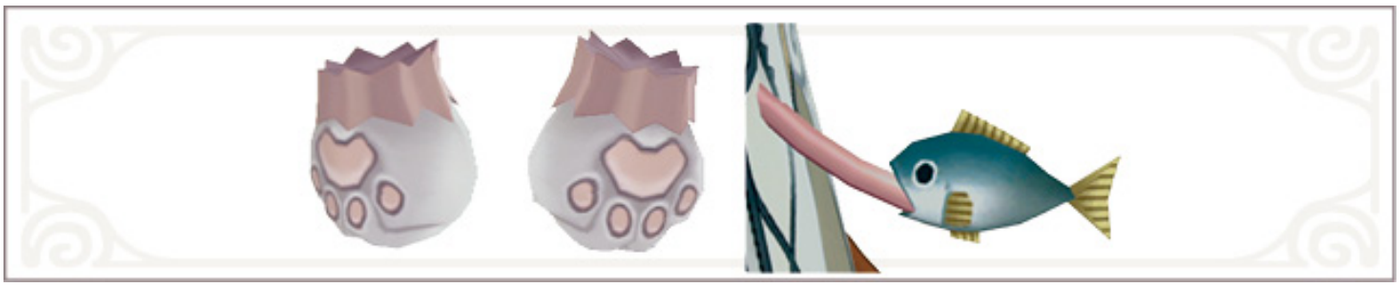
Set Of Dollz

- Turtlez with Weaponz (◆◆)
- Reclining Dark Turtlez (◆◆)
- Kalm Katz (◆◆)

Super Star Trio

- Red Super Star Brooch (◆ / Cannot Edit)
- Green Super Star Brooch (◆ / Cannot Edit)

- Yellow Super Star Brooch (/ Cannot Edit)



Katz Trio

- Katz Hand (Left) ( )
- Katz Hand (Right) ( )
- Katz Tail (/ Cannot Edit)

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Videos

Arte System

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Videos

Linking

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